

Jacob Rodal

Incoming Software Engineer at Facebook

Greetings! I'm Jacob Rodal, a computer science student interested in backend software development. Feel free to reach out to me if you have any questions!

**** 703-283-9318

mww.jrodal.dev

SKILLS

Linux

Shell Scripting

Backend Development

Git

Docker

Django

Rust Rocket

Machine Learning

LANGUAGES

Python	****
Bash	****
Rust	***
Hacklang	***
C++	***
Java	***
R	***
HTML	***
CSS	**
SQL	**

WORK EXPERIENCE

Facebook

Software Engineer Intern

(May 2020 - Aug 2020)

- Designed and built an internal framework that enables Facebook engineers to create complex, large scale campaigns to simulate the behavior of bad actors and bots on Instagram.
- Implemented support for simulating behavior relating to profile updates, content publishing, engagement, and interactions between Instagram users

Leidos

Software Engineer Intern

(May 2019 - Sept 2019)

- Contributed to the development of open source simultaneous localization and mapping (SLAM) libraries in order to reconstruct 3-D point cloud models from real time video streams.
- Led the development of a rust web server capable of directing incoming video data into SLAM processes and directing SLAM data to connected clients.

EDUCATION

University of Virginia

3.94/4.00

Computer Science and Statistics

(Aug 2017 - Dec 2020)

Received Immediate Honors (top 20% of class of 2021)

Woodgrove High School

4.66/4.00

Advanced Degree

(Aug 2013 - June 2017)

Graduated Valedictorian (rank 1/390)

PERSONAL PROJECTS

Watch Scripts

A tutorial for executing shell commands on your Linux computer from your smartwatch - 45+ stars on Github. Top 20 all time post on a unix subreddit with 260,000+ subscribers.

Brunnylol

A smart bookmarking/search management tool for browsers, inspired by Facebook's bunnylol. Webserver implemented using the Rocket Rust framework and deployed to a VPS.

Screenshot Actions

Implemented OCR and file manipulation actions for the Dunst Notification daemon that users interact with through dmenu after taking screenshots - 40+ stars on Github.