

Alice Hartley

COMPUTER ENGINEER

☎ 770-314-0110 | ✉ alicehartleyhartley@gmail.com | 🏠 www.alicehartley.com | 📱 HartleyAHartley | 🌐 HartleyAHartley

Education

University of Florida

Gainesville, Florida

B.S. IN COMPUTER ENGINEERING.

Apr. 2021

- GPA: 3.61

- Relevant Coursework:

Digital Logic and Computer Systems, Microprocessor Applications 1 and 2, Computational Linear Algebra, Data Science for ECE, Machine Learning, Data Structures and Algorithms, Operating Systems, Software Engineering, Ai for Computer Games

Experience

Amazon

Remote

SOFTWARE ENGINEERING INTERN

May. 2020 - Aug. 2020

- Lead two design meetings and wrote two design documents to define resource allocation model for cloud service instances.
- Investigated obstacles with the parent service, which helped the team decide on which features to prioritize.
- Improved service reliability for our customers by implementing a resource allocation system with **Typescript** and **AWS**.
- Collaborated with coworkers to improve and ensure higher code quality.

Ruiz HCI Lab

University of Florida

UNDERGRADUATE RESEARCH ASSISTANT

Feb. 2020 - Present

- Worked with other research assistants to design ML data tagging application.
- Refactored **Visual Studio** Solution to simplify developer on-boarding and ease of building.
- Developed database back-end interface in **SQLite** to interface with our front-end using **Entity Framework** with **C#**.

Visa

Visa Global HQ, Foster City, CA

SOFTWARE ENGINEERING INTERN

May. 2019 - Aug. 2019

- Developed a management console for task processors using **Golang**.
- Developed a remote debugging tool using a **Golang** interpreter and a **GRPC** interface.
- Interfaced with project leads to accurately plan and map out project spec and scope.

Polysubstance Abuse Survey

University of Florida

FREELANCE DESKTOP APPLICATION

Jan. 2019 - June. 2019

- Managed project using the **Agile** design process in order to provide our client with as much flexibility as possible.
- Maintained regular contact with the client to update the requirements throughout the project time-line.
- Utilized **Electron**, **React**, and **Material-UI** to create a fluid, simple to use interface.
- Designed extensive algorithms to shape the output data into the client's end-user specifications.

Involvement

ReAlliance

Online

OPEN SOURCE DEVELOPER LEAD

Aug. 2018 - Present

- Lead Open Source development team in designing and implementing software projects.
- Developed Riichi Mahjong game using a **Python** frontend and **C++** game engine backend.
- Expanded Mahjong game into an online AI arena where developers connect bots to compete in Mahjong games.
- Current Project: An RTS team-based arena strategy game involving spell creation, dueling, and minion management.

Association of Computer Engineers

University of Florida

PROJECT MANAGER

Dec. 2018 - Dec. 2019

- Planned tech talks with workshop chair to introduce new topics and concepts to members.
- Developed project ideas and plan of action with project chair to provide members with many opportunities to build on projects.

Skills

Languages C++, C, Python, Golang, C#, Typescript, OpenGL, OCaml, SQLite, Rust

Libraries C++20 STL, Numpy, Matplotlib, GRPC, GLFW, Entity Framework, WPF

Tools UNIX, Git, CMake, Clang, Agile, AWS