

Alice Hartley

COMPUTER ENGINEER

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Education

University of Florida

Gainesville, Florida

B.S. IN COMPUTER ENGINEERING.

Apr. 2021

- GPA: 3.60
- Relevant Education:
 - Digital Logic and Computer Systems. Computational Linear Algebra. Software Engineering. Data Science for ECE.
 - Computer Organization. Data Structures and Algorithms. Microprocessor Applications 1 and 2.

Experience

Visa - Intern

Visa Global HQ, Foster City, CA

SWE 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 constant 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.

Madd Engine - Lead Developer

University of Florida

3D OPENGL GAME ENGINE

Jan. 2018 - Present

- Implemented scalable object-oriented structure in **C++** with a Core Game Context and additional on-demand submodules.
- Lead our dev team in designing important modules, and identifying needed features for later versions of Madd.
- Utilized **GLFW** and **OpenGL**, **ASSIMP**, and **BULLET** for Graphics, Asset Management, and collisions.
- Goal was to create a stable game design framework that is easily understood by beginning game and engine devs.

RTOS Pictochat Lite

University of Florida

MICROPROCESSORS 2

Apr. 2019

- Designed a Real-Time Operating System with Wifi and Graphics drivers.
- Created a drawing application using **TI MSP432** and **RTOS** system.
- Features include: variable size brushes, undo button and receiving another user's drawings
- Optimized algorithm to balance performance and accuracy when undoing brush strokes.

Involvement

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.

Association of Computer Engineers

University of Florida

PROJECT CHAIR

Jul. 2017 - Dec. 2018

- Led a team of ACE members to develop fully featured software and hardware projects.
- Worked with executive board and other chair members to manage the project.
- Participated in a workshop committee to help design and put on workshops for the UF community.
- Volunteered at community outreach programs to teach children about robotics and programming.

Skills

Languages/Tools Python, C, C++, OCaml, Antlr4, Prolog, Node.JS, Julia, OCamllex, Menhir, LLVM, Git, VHDL, ARM, GO, UNIX