

Alice Hartley

COMPUTER ENGINEER

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Education

University of Florida

Gainesville, Florida

B.S. IN COMPUTER ENGINEERING.

Apr. 2021

- GPA: 3.65
- 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 - AMAZON HOMEPAGE

May. 2020 - Aug. 2020

- Worked on a service using **Kubernetes** to deploy **Javascript** containers of content to the Amazon Homepage.
- 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**.

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.

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.
- Lead **Golang** workshop to educate and present a new programming language to ACE members.

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