

# 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. Statistics for ECE.
  - Computer Organization. Data Structures and Algorithms. Microprocessor Applications 1,2.

## Skills

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

## Experience

### Visa - Intern

Visa Global HQ, Foster City, CA

SWE INTERN

May. 2019 - Aug. 2019

- Developed a management console for task processors using **Golang**.
- Implemented authentication system using **Private/Public** Key Encryption.
- 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.

### LLVM - OCamlBC

University of Florida

PROGRAMMING LANGUAGE CONCEPTS

Jul. 2018

- Created language grammar using **OCamllex** and **Menhir**.
- Designed a REPL/Abstract syntax tree parser with **OCaml**.
- Implemented **LLVM** structure in OCaml to create a basic language compiler.

## 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.

### Association of Computer Engineers

University of Florida

MENTOR

Aug. 2018 - PRESENT

- Mentored incoming freshmen for 2 consecutive semesters.
- Helped mentees develop their resumes to prepare for career showcase.
- Encouraged mentees to get involved with extracurricular opportunities and pursue summer internships and research positions.
- Advised mentees on which classes to take in their future semesters.