Alice **Hartley**

Computer Engineer

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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

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.
- Defined the scale and scoped of the project which increased expected workload for completion.
- 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

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 a 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.
- Designed to create a stable game design framework that is easily understood by beginning game and engine devs,

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/Tools   Modern C++, C, Python, C#, UNIX, Git, Golang, GRPC, GLFW, OpenGL, Agile, AWS, Visual Studio, SQLite, Typescript