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 our 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 actions with Project chair to provide members with an opportunity to build on a project.

Association of Computer Engineers   *University of Florida*

PROJECT CHAIR   *Jul. 2017 - Dec. 2018*

- Led a team of ACE members to develop a fully featured software hardware project.
- 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.

Association of Computer Engineers   *University of Florida*

MENTOR   *Aug. 2018 - PRESENT*

- Became a Mentor for a Freshman Computer Engineering Major.
- Helped Mentee with Resume to prepare for Career Showcase.
- Encouraged Mentee to get involved and go to events.