

Bryant Bettencourt

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EXPERIENCE

Software Engineer

Intel | 2021 - Present

- Authored Python tools used to process XML and Verilog files for Device Modeling of peripheral components in FPGAs
- Generated and Delivered uTN files for power modeling on a scheduled basis using bash scripts and shell programming
- Root caused and debugged dozens of cases in several languages including Verilog, C++, and Python

Undergraduate Student Instructor

University of California, Berkeley | 2020 - 2021

- Taught programming concepts such as recursion, concurrency, algorithms, and object oriented programming, and data structures in Snap! and Python to 700+ students with no previous programming experience
- Oversaw the development of resource guides for object oriented design, testing, and library use in Snap! and Python, used by 400+ students
- Debugged and graded hundreds of different CS projects in Snap! and Python

Software Engineering Intern

Geopogo | 2020

- Utilized AWS Congnito tokens and user pools tools to implement asymmetric encryption features
- Designed custom HD shaders in Unity, converted 100+ textures for HD rendering pipeline
- Assisted with project to overhaul Geopogo's primary platform onto AWS Gamelift servers to increase the quality of multi-user interactions

EDUCATION

University of California, Berkeley

B.A. in Data Science | 2017-2021

Computer Architecture • Computer Security • Data Structures • Efficient Algorithms • Foundations of Data Science • Machine Learning • Structure and Interpretation of Computer Programs • Machine Learning and Data Analytics

SKILLS

Languages: Assembly • C • C# • C++ • CSS • Go • HTML • Java • JavaScript • Python • SQL • TypeScript

Technical Tools: Docker • Matplotlib • NumPy • Pandas • React • SciKit • Seaborn • Unity