

Bryant Bettencourt

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EXPERIENCE

Software Engineer – FPGA Tools Development

Intel | October 2021 – June 2024

- Developed and maintained FPGA routing software in C++. Debugged critical cases, optimized execution efficiency, and refactored C++ codebase utilizing OOP principles
- Created graph-based abstractions using Python to represent the connectivity between hardware blocks in FPGA-based routing software, ensuring accurate and efficient routing
- Implemented unit tests and data processing scripts in Linux environment using Python and Perl
- Reduced developer debugging time by up to 50% per case by developing a connectivity visualization tool to facilitate quick identification of missing block connections
- Led team to implement software representation of hardware blocks on Agilx 5 devices. Coordinated weekly status meetings, performed code reviews for team members, and collaborated with cross functional teams to ensure on time product delivery
- Minimized developer workload during critical phases of software development cycle by extending test coverage and developing new early stage unit tests

Software Engineering Intern

Geopogo | May 2020 – December 2020

- Converted 100+ textures for HD rendering pipeline in Unity, designed custom HD water shaders
- Utilized AWS Cognito tokens and user pool tools to implement asymmetric encryption for secure login
- Overhauled Geopogo's primary platform onto AWS Gamelift servers to increase the quality of multi-user interactions

Undergraduate Student Instructor

UC Berkeley | August 2020 – May 2021

- Taught 700+ students programming concepts such as recursion, concurrency, algorithms, object-oriented programming, and data structures in Snap! and Python
- Developed resource guides with example projects in subjects such as object-oriented design, testing, and library use in Snap! and Python.
- Debugged and assisted on several dozen unique student projects in Snap! and Python
- Created curriculum based on programming topics taught at UC Berkeley for high school students

SKILLS & CERTIFICATES

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

Technical Tools: AWS • Pandas • NumPy • Matplotlib • SciKit-learn • Seaborn • React

EDUCATION & CERTIFICATES

University of California, Berkeley

B.A. in Data Science – Emphasis in Business and Industrial Analytics | 2017-2021

- SCET Certificate in Entrepreneurship and Technology

AWS Certified Solution Architect, Associate – September 2024