HAYDEN RINN

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EDUCATION

California Polytechnic State University, San Luis Obispo, CA (Fall 2017 - Spring 2022)

- B.S. **Computer Engineering**, History Minor
- GPA: 3.84
- Teaching Assistant: Computer Design (2x), Intro to Computer Security

WORK EXPERIENCE

Program Management Intern, Microsoft, Redmond, WA (June – September 2021)

- Delivered prototype of container-based productivity environment used by on-call engineers
- Achieved 2x faster boots and 64% less memory usage than previous solution
- Interviewed customers to create a functional spec that was approved by development team
- Prompted Windows 11 port for security workstations used by 40,000 employees

Software Development Intern, Micro-Vu, Windsor, CA (June – September 2020)

- Contributed to new version of Inspec, the human interface for Micro-Vu's metrology machines
- Built display system for geometric tolerances using Hoops Visualize
- Learned MVC and event-driven software architecture patterns

Software Development Intern, Amazon, Seattle, WA (June – September 2019)

- Created personnel scheduling tools for Amazon Imaging Studios
- Designed project using DDD and iterated based on feedback from senior engineers
- Developed full stack applications using AWS, Java, Event Sourcing, and CQRS

Server, Bing's Bar and Grill, Seattle, WA (June – August 2018)

- Maintained a high level of customer service in a fast-paced, high-volume environment
- Developed communication and workload management skills

PROJECTS

Otter AXI Memory Hub, Cal Poly Senior Project (Winter – Spring 2021)

- Implemented AXI-based memory system for Cal Poly's teaching-oriented RISC-V processor
- Expanded memory from 64KB to 256MB, enabling more ambitious student projects
- Wrote UART driver that allows students to print characters to a receiver

GridFlow, Cal Poly Capstone Project (Fall 2020 – Winter 2021)

- Created a power grid simulator for Vandenberg Airforce Base
- Led architecture design and implementation
- Utilized JavaFX, MVC Design, DDD, and multiple open-source libraries

Team Tech, Cal Poly Society of Women Engineers (Fall 2019 – Spring 2020)

- Designed a wheelchair to interface with Universal Studios rides to increase accessibility
- Led controls team to create communications system between wheelchair and ride
- Won 1st place for design in a national competition

TECHNICAL SKILLS

Languages: C, Java, C#, Verilog, Rust, Python, JavaScript, RISC-V Assembly
Other: Windows, Linux, and Computer Hardware