Scott Intondi

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# Professional Summary

Embedded Systems Engineer with a strong foundation in C, C++, Python, and hands-on experience in microcontroller and FPGA development. Skilled in designing scalable hardware/software solutions and delivering robust, secure systems through cross-functional collaboration. Passionate about emerging technologies and dedicated to driving innovation in embedded design and development.

# Technical Skills

Languages & Frameworks: C, C++, Python, JavaScript, Spring Boot, Next.js  
Embedded Systems: Microcontroller programming, FPGA development, RTOS, IoT, LVGL, LoRa  
Tools & Platforms: Git, Postgres, OpenGL, Device-Hub, Virtualization Tools  
Development Practices: SDLC, Object-Oriented Programming, API Design, Secure Coding Standards  
Soft Skills: Critical Thinking, System Debugging, Documentation, Team Collaboration

# Professional Experience

## Software Engineer (Contract)

Bespoke Electric | June 2024 – Present

- Refactored user database using industry-standard security and data integrity practices.  
- Designed and implemented user-facing interfaces for client management and service scheduling.  
- Built secure login functionality with OAuth protocol integration.

## Founder & Software Engineer

Embed the Dead, Shelton, CT | Dec 2021 – Present

- Led embedded systems development projects from concept through deployment.  
- Authored software requirements and managed project implementation.  
- Designed intuitive user interfaces in collaboration with UX designers.  
- Developed secure IoT OS solutions and enhanced device security protocols.  
- Selected and integrated third-party libraries and open-source tools into various client systems.

## Freelance Software Engineer

Various Clients | Ongoing

- Contributed to Agile development workflows including sprint planning, daily standups, and retrospectives.  
- Built and maintained modern, accessible UIs using contemporary web frameworks.  
- Created customized OS for IoT platforms with a focus on reliability and low-power consumption.

# Education

B.S. in Computer Programming  
Southern New Hampshire University (Expected Dec 2024)  
GPA: 3.8  
Multiple President’s List & Dean’s List honors (2021–2024)

# Projects

T-Deck Development – GitHub: https://github.com/intondiscott/T-Deck-DEV

- Created driver support for LVGL v9.2.2 and integrated LoRa protocol for messaging.  
- Developed custom drivers for trackball and keyboard; integrated system with Device-Hub.

M5-Core2 Development – GitHub: https://github.com/intondiscott/m5-core2

- Built driver support for LVGL v9.2.2 and enabled seamless connectivity with Device-Hub.

Device-Hub – GitHub: https://github.com/intondiscott/device-hub

- Integrated microcontrollers with cloud applications; implemented RESTful APIs via Spring Boot and PostgreSQL.  
- Built a Next.js client-side interface for easier debugging and visualization.

OpenGL Graphics Project – GitHub: https://github.com/intondiscott/CS-330-H7040-Comp-Graphic-and-Visualization

- Created real-time visualizations using OpenGL; applied advanced vector math to triangle-based rendering.

# Languages

English (Native)