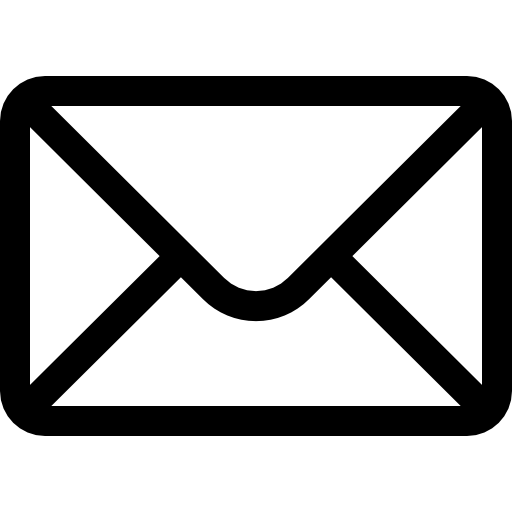
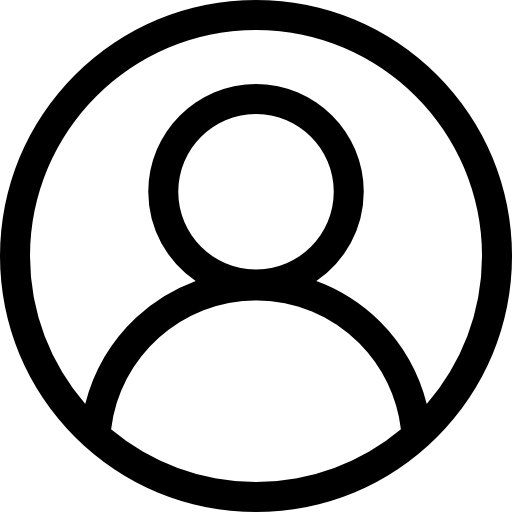
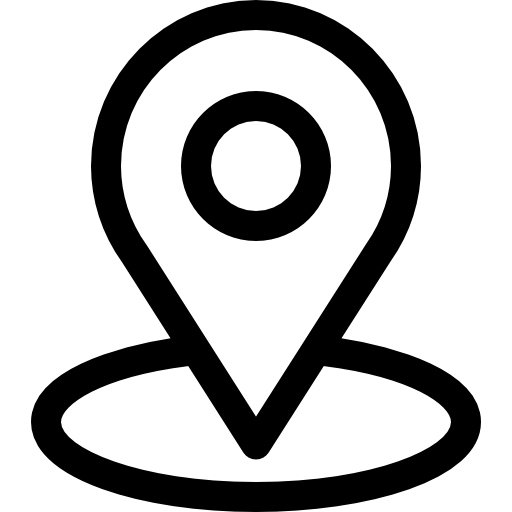
Scott Intondi

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<https://www.linkedin.com/in/scotty-intondi-a49942226/>

Shelton, CT 06484

**Professional Summary**

As an embedded systems engineer, I specialize in designing and optimizing

hardware and software solutions for a wide range of applications. With a strong

foundation in programming languages such as C, C++, and Python, along with experience

in microcontroller and FPGA development, I bring creative problem-solving to each project.

My work involves collaborating with cross-functional teams to deliver reliable, efficient,

and scalable systems. Passionate about innovation, I continuously strive to stay ahead of

emerging technologies, ensuring my solutions are both cutting-edge and practical. I'm dedicated

to pushing the boundaries of embedded systems engineering to drive impactful results.

**Skills**

* Requirements Documentation
* Virtualization Technologies
* System Administration
* Project Documentation
* System debugging
* Team Collaboration
* Software Development Life Cycle (SDLC)
* Object-Oriented Programming
* Software Architecture
* Version control
* Coding Standards
* Critical Thinking
* Data structures
* API design
* Best Practices
* Embedded systems architect

**Experience**

Software Engineer (contract) June 2024 - Current

Bespoke Electric

* Updated user database to industry best practices
* Created a UI to create and update clients
* Created a UI to provide services to clients such as routine maintenance
* Created secure login with O-AUTH protocol

Software Engineer December 2021 - Current

Embed the Dead (Founder), Shelton CT

* Drafted software requirements and managed software design and implementation.
* Worked with UX designers to design and build user interfaces and iterate based on user feedback.
* Selected appropriate libraries and open-source technologies for project integration.
* Developed efficient software solutions to meet client requirements.

Software Engineer Freelancer

* Participated in Agile development processes including daily stand-ups, sprint planning, and retrospectives.
* Implemented intuitive, easy-to-navigate, and aesthetically pleasing user interfaces.
* Selected appropriate libraries and open-source technologies for project integration.
* Improved security on IoT devices
* Created OS for IoT devices

**Education**

Bachelor of Science (B.S.): Computer Programming - Southern New Hampshire University Dec.2024

* Dean’s List Winter 2021
* President's List Summer 2023
* President's List Fall 2023
* President’s List Winter 2023
* President’s List Spring 2024
* President’s List Summer 2024
* GPA 3.8

**Projects**

* **T-Deck Development:**  <https://github.com/intondiscott/T-Deck-DEV>
  + **Created driver support for lvgl v9.2.2**
  + **Integrated LoRa protocol for text messaging**
  + **Custom driver support for trackball and Keyboard**
  + **Integration with Device-Hub**
* **M5-Core2 Development:** <https://github.com/intondiscott/m5-core2>
  + **Created driver support for lvgl v9.2.2**
  + **Integration with Device-Hub**
* **Device-Hub:** <https://github.com/intondiscott/device-hub>
  + **Created microcontroller integration for cloud applications**
  + **Integration with Device-Hub**
  + **Created API endpoints with Spring boot and Postgres**
  + **Created Client side application with Nextjs for easy debugging**
* **OpenGL Project:** <https://github.com/intondiscott/CS-330-H7040-Comp-Graphic-and-Visualization>
  + **Created graphics using openGL’s library**
  + **Learned how vector math plays a crucial role in creating graphics with triangles**

**Language**

**English**

Native