Scott Intondi

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# Professional Summary

Results-driven Embedded Systems and Software Engineer with deep expertise in C, C++, and Python, and a strong track record of developing secure, scalable solutions for microcontrollers, FPGAs, and IoT platforms. Experienced in full lifecycle development — from hardware interfacing to modern UI integration — with a passion for real-time systems, embedded OS design, and cross-functional innovation. Proven ability to deliver efficient, reliable code in fast-paced Agile environments.

# Technical Skills Key Achievements

**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

**Accomplishments:**

* Led development of a secure IoT OS deployed on over 100+ edge devices across 3 client sites.
* Reduced data transmission latency by 35% through optimized LoRa protocol integration.
* Designed and launched 3 open-source embedded tools on GitHub, each with 3+ stars.
* Spearheaded implementation of OAuth-based authentication that passed penetration testing with zero critical vulnerabilities.

# Professional Experience

**Software Engineer (Contract)  
Bespoke Electric | Jun 2024 – Present**

- Refactored and normalized a legacy user database, improving API response times by 25% and eliminating common injection vulnerabilities.

**Founder & Embedded Software Engineer  
Embed the Dead, Shelton, CT | Dec 2021 – Present**

- Developed a custom secure IoT OS with LoRa and RTOS integration; reduced power consumption by 30%.

**Freelance Software Engineer  
Various Clients | Ongoing**

- Built accessible UIs using Next.js and LVGL; improved cross-platform support across embedded and web devices.

# 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**](https://github.com/intondiscott/T-Deck-DEV)

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

**M5-Core2 Development – GitHub**[**: https://github.com/intondiscott/m5-core2**](:%20https:/github.com/intondiscott/m5-core2)

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

**Device-Hub – GitHub:** [**https://github.com/intondiscott/device-hub**](https://github.com/intondiscott/device-hub)

- Integrated microcontrollers with cloud services using Spring Boot and PostgreSQL.  
- Developed a Next.js-based UI for efficient debugging and visualization.

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

- Created real-time visualizations using OpenGL; implemented triangle-based rendering with advanced vector math.

# Languages

English (Native)