

LANDON BAKKEN

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Education

University of Wisconsin Madison

Bachelor's in Computer Engineering, expected July 2028

Sept 2024 – Present

Madison, Wisconsin

Madison Area Technical College

College-level coursework completed while in high school

Sept 2022 – Jul 2023

Madison, Wisconsin

Experience

Wisconsin Racing FSAE

Control subteam member

Sept 2024 – Present

Madison, WI

- Used Python to process dyno data and tune engine cylinder phi (air to fuel ratio), resulting in a 13.2% power increase
- Built a dyno-based torque model in Python using linear regression to derive spark delay from the current RPM, throttle position, and desired torque reduction. This allows for precise and immediate torque cuts for traction control, faster and more accurate pneumatic shifting, and a more responsive throttle
- Developed a driver-focused steering wheel with shift lights, a distraction-free display, and a lap timer with real-time estimated lap times and splits
- Programmed ECU for the electric car using Simulink, adding in safety features such as a shutdown circuit, dyno mode, and accumulator relay. This was implemented along with a torque control system that combines traction systems, driver input, and safety systems
- Managed multi-bus CAN communication by forwarding signals and optimizing the database by reducing message count and increasing density
- Developed and implemented launch and traction control using a hybrid feed-forward/feedback system based on load transfer, plus simple torque vectoring based on steering angle and other factors (rear wheel drive only)
- Created validation plots in Python, such as BSFC comparisons and oiling system performance during high-G cornering, to prove changes had a positive effect
- Made an Assetto Corsa mod with an accurate version of our test track and a custom car using real-world setup values, providing a way for driver training to take place without needing a running car

UW Makerspace

Technical Staff

Sept 2024 – Present

Verona, WI

- Assist students with operating tools and equipment at the UW Madison Makerspace
- Tools include 3D printers, laser cutters, soldering equipment, textile tools, and woodworking tools

Dane County 4H Camp

Counselor/Director/Staff

2022 – Present

Dane County, WI

- Supervised 7–10 middle school boys over a 4-day camp, ensuring safety, engagement, and fun. As camp director, supported counselors, made announcements, and acted as liaison between staff and counselors

Paoli Fireballs 4H Club

President/Secretary/Member

2011 – 2024

Paoli, WI

- Led meetings, organized events, and supported youth through education, leadership development, and community service

Projects

Machine Learning | *Neural Networks, Gradient Descent, Python*

Dec 2024 – Jan 2025

- Built a machine learning model and training system from scratch using gradient descent in Python, relying only on NumPy for optimization and GUI libraries for interface

Multiplayer From Scratch | *Networking, C#, Unity, Documentation*

Nov 2023 – Dec 2024

- Developed a low-latency, peer-to-peer multiplayer system for Unity using UDP, TCP, and HTTP protocols, with comprehensive documentation for users without networking experience

3D Engine on a Calculator | *Low-level programming, Extreme Optimization*

Oct 2021 – May 2023

- Created a 3D game engine on a TI-84+ CE using raycasting, the rendering technique used in early DOOM games

Technical Skills

Computer Languages: Simulink, Python, C#, Java, LC-3 Assembly, C++, Verilog

Manufacturing: SLA, FDM, Laser cutting, Soldering

Development Tools: Git, VS Code, Kvaser, Unity

3D Design: Blender, Fusion

Concepts: Traction systems, PID controllers, CAN protocol