

# Rex Hart

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## Education

**University of Wisconsin Madison**  
*Bachelor of Science in Computer Science*  
*Minor: Data Science*  
GPA: 3.6

## Experience

**Headstarter AI** Jun 2024 – Aug 2024  
*Software Engineering Fellow - Remote*

### Projects

- Developed AI integrated customer service chat bot to aid users with common questions or concerns.
- Used common practice A/B testing to optimize chat bot prompts and page layout.
- Developed AI integrated flashcard generator vercel app linked with firebase database.

### Team Bulding

- Coordinated weekly meetings with team of fellows to distribute work among projects.
- Attended daily meetings with full-time Headstarter employees and guest speakers .

## Extracurriculars

**UW Madison Web Development Club (Member)** August 2022 – Present

- Attending weekly meetings to learn about web development, testing, and user engagement.
- Created personal website through skills developed by engaging in the club.
- Advised new members on how to proficiently test and rollout personal websites.

**CrackaJack Solutions - Website Design Coordinator** December 2021 – January 2022

- Coordinated meetings with CrackaJack Solutions and a third party business owner to discuss feasibility, potential benefits, and layout of a potential new app.
- Created slideshow based on customer's prospective app layout to pitch development to customer.

## University Projects

### Unity 2D - Zombie Survival Game

- Developed Unity application along with one teammate.
- Implemented Zombie mechanics including movement, animation, and dynamic physics.
- Developed tile-map, interactive game objects, round progression mechanics, and UI.
- Implemented automated tests to ensure validity of game objects and scripts.

### Dynamic Memory Allocator - C

- Designed an auto-coalescing heap allocator in C with 8 bit alignment and best fit placement.
- Developed a variety of tests to ensure allocation and freeing worked as restraints dictated.
- Resolved issues regarding memory leaks.

### Djisktra's Algorithm - Shortest Path in Town - Java

- Took on Algorithm Engineer and Data Wrangler roles in group project of four members.
- Implemented Djisktra's Algorithm and created dot file representing the town.
- Read dot file converting locations into weighted undirected graph.

## Skills

**Cloud** AWS, Firebase  
**Languages** Python, Bash, Java, C, C#

**OS** Debian, Ubuntu, Mac, Windows  
**Testing** Pytest, Docker

## Hobbies

NBA, Photography, Anime, Skateboarding, Surfing, Video Games