

Reece Lardy

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[GitHub](#), [LinkedIn](#), [Portfolio](#)

Education

University of Wisconsin-Madison

May 2021

BS, Computer Engineering

- Dean's Honor List, Software Development Club, Recreational Football & Basketball

Work Experience

Dispatchit, Inc.

May 2020 - Aug 2020

Software Engineer Intern (Remote)

Bloomington, MN

- **Ruby on Rails** SWE on the Product team, building features regarding the new multi-stop order solution for the **mobile/web application** with a fully-remote **Agile** team
- Worked extensively with **Atom**, using **RSpec** in order to write **Unit tests** (with **stub testing** for **MySQL** database) using behavior-driven development

Flad Architects

Jan 2020 - May 2020

IoT Engineer Intern

Madison, WI

- Architected and programmed a complete post-occupancy evaluation solution using **LoRa radio**, **ESP32 BLE sensors**, **Google Firebase** as the backend, **C** code (Arduino) frontend, and exported into reports using **PowerBI** dashboard
- Engineered installation plans to cover Hospitals and University buildings with **ESP32 microcontrollers** in order to detect **Bluetooth** device counts which was used to calculate population

Pearson VUE

May 2019 - August 2019

Software Engineer Intern

Bloomington, MN

- Gave bi-weekly presentations to upper-management about my team's **Agile Sprint**
- **Java** SWE on the Product: Desktop Test Driver team, building features our **Windows application** with an **Agile-Scrum** team
- Worked extensively with **IntelliJ IDEA**, **Ant**, **Grandle**, using **JUnit** in order to write **Unit tests** (with **stub testing** for **MySQL** database) using behavior-driven development

Projects

ECE 453: Embedded Microprocessor System Design

- Designed and implemented a product that was **recognized** and **sponsored** by Epic engineers
- Created custom **PSoC firmware**, designed custom **printed circuit boards** that fit in a cupholder, allowing the **game-table** to use **sensor** data to enable user cups to be part of gameplay

COMPSCI 506: Software Engineering

- Developed a standalone web application to bring music to life using **THREEjs**, **AngularJS**, **Firebase**, **Bootstrap Studio**, **Karma**, and **Protractor**
- Implemented **algorithms** to smooth both local **.mp3** data and **SpotifyWebPlaybackSDK** data, and visualized them in **3D** using **THREEjs**

Skills & Interests

Skills: Ruby, Java, Python, Verilog, Swift, React, AngularJS, HTML, CSS, JavaScript, SQL, Adobe Creative Suite, Microsoft Office Suite, Quartus Prime, FPGA Design, ModelSim

Relevant Coursework: Data Structures & Algorithms, Object-Oriented programming, Digital System Design & Synthesis, Machine Organization & Programming, Microprocessor Systems, Discrete Mathematics

Interests: Meeting people; music; traveling; basketball; football; PC building; hackathons