

HAYDEN BUSCHER

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EDUCATION

California Polytechnic State University, San Luis Obispo	September 2022 - Present
<i>B.S. in Computer Engineering</i>	
GPA	3.67 (Major) - 3.47 (Overall)
Relevant Coursework	Microcontrollers, Systems Programming, Digital Design, Computer Architecture, Data Structures, Object Oriented Programming, Digital Signals, Circuits
Student Activities	IEEE-HKN, Amateur Radio Club, Computer Engineering Society

EXPERIENCE

Software Engineering Intern	June 2024 - Present
<i>JHB, Inc.</i>	<i>Buffalo, NY</i>
· Designed replacement for a legacy hydraulic test system in collaboration with mechanical engineering team	
· Interfaced with industrial pressure and flow sensors using a LabJack T7 data acquisition device	
· Implemented real-time data acquisition and visualization in a .NET-based desktop application	
· Controlled a servo amplifier programatically while simultaneously logging and graphing sensor data	
· Supported deployment and ongoing user assistance in remote and on-site environments	

PROJECTS

ClusterDuck Protocol Port	September 2025 - Present
<i>C++, LoRa, Embedded, Linux</i>	
· Contracted by OWL Integrations and Cal Poly Swanton Pacific Ranch as part of a five-person team	
· Developing a Raspberry Pi-based solution for livestock monitoring using LoRa communications	
· Porting the open-source ClusterDuck communications Protocol from bare-metal ESP32 to Linux	
· Producing extensive technical documentation for both client and personal reference	

Digital Function Generator	October 2025
<i>STM32, C++, Digital Signal Processing</i>	
· Built a variable-frequency digital function generator on a STM32 microcontroller	
· Wrote from-scratch frequency generation, MCP4921 DAC, and matrix keypad libraries	
· Directly interacted with STM32 hardware on a register-level, including the use of interrupts	

RISC-V Otter MCU	September 2023 - March 2024
<i>RISC-V, Verilog, Assembly, Vivado</i>	
· Built an FPGA-based implementation of a 32-bit RISC-V architecture	
· Implemented a five-stage pipeline with hazard detection, memory caching, and interrupt handling	
· Wrote and debugged multiple applications in RISC-V assembly running on real hardware	

TECHNICAL SKILLS

Languages	C, C++, C#, Assembly (ASM), Python, Bash, Verilog, JavaScript, Java
Platforms	STM32, RISC-V, Arduino, Linux, Windows
Tools	GCC, GDB, Git, Valgrind, Vivado, LTspice, Vim, Visual Studio, WPF