Hunter S. Heston

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Skills

- **Languages**: Go, TypeScript, NodeJS, JavaScript, Python, HTML, CSS, SQL, C++, C
- **Frameworks/Tools**: React, NextJS, RPC, Protocol Buffers, Git, sqlite3, PostgreSQL, GitHub, Spanner
- **Platforms**: Linux, Firebase, Digital Ocean, Render, PlanetScale

Experience

Google, Software Engineer L4, San Francisco CA   **Mar 2021 - Mar 2023**

- Worked on a small, remote-first team to build Iudicium, a security monitoring and automation platform.
- Launched features with minimal oversight by gathering customer feedback, producing designs, implementation(all in Go) and documentation.
- Implemented an authorization model allowing broad and secure access to security tooling.
- Developed frontend components in Angular so that security engineers could edit security rules without opening a raw text or code editor.
- Built a data storage layer with Google Spanner to store and surface security assessment records generated for systems at Google.
- Performed numerous code reviews, design reviews, and became a Go readability maintainer.
- Developed a data export pipeline over SpannerDB so Security Engineers could identify threats to Google.
- Designed and developed a data analysis layer using CEL allowing security engineers to easily shape data at the time of generation reducing post processing toil.

Lockheed Martin, Software Engineer, Orlando FL   **Jan 2018 - Mar 2021**

- Promoted from "Software Engineer Associate" to "Software Engineer" working on IRST(Infrared Search and Track) systems.
- Authored and maintained a C library enabling audit logging of system hardware failures.
- Implemented a boot framework in C/C++ launching all system components running in linux user space.
- Ported messaging interfaces to new aircrafts to support new contract capture for the IRST.
- Implemented the messaging layer used to communicate between 2 single-seat aircraft and the IRST.
- Traveled to customer facilities for testing and addressed finding to validate release milestones.
- Migrated from version 3 to 5 of a core SDK providing significantly improved developer experience.

Abacus Technology, Software Developer I, Kennedy Space Center   **June 2017 – Jan 2018**

- Hired full time after the completion of an internship.
- Created over 250 mobile-friendly pages using Bootstrap, HTML, and plain CSS.
- Transferred data and content from into Sitecore CMS allowing updates to be made by non-technical users.

Projects

Shrink.dev, URL Shortening Service   **shrink.dev**

- Built a url shortening service featuring full screen animations.
- Tech used: TypeScript, FramerMotion, NextJS, Vercel, PlanetScale, MySQL, PrismaJS

Education

University of Central Florida   **Orlando, FL**

Bachelors of Science in Computer Science   August 2017