Hunter S. Heston

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Summary

Software engineer **with over 6 years** of experience, **seeking backend or backend-leaning full-stack roles**. Proven success in building **scalable systems** and security platforms at companies like Google, with expertise in JavaScript, React, Go, and C++. Skilled in developing **well-tested and robust backend solutions**.

Skills

- **Languages**: Go, C++, TypeScript, JavaScript, HTML, CSS, SQL, SQL
- **Frameworks/Tools**: React, Angular, Spanner, gRPC, Protocol Buffers, Git, PostgreSQL, Linux
- **Other**: Agile, Scrum, Cloud Development, Distributed/Microservice system development

Experience

Google(Vendor Yoh), Fullstack Engineer, San Francisco CA   Feb 2024 - Present

- Currently building AI Safety tooling using C++/Angular for the Checks team at Google.
- Built a generic C++ component for interacting with all major AI vendors(OpenAI, Gemini, Anthopic, etc..) and a front end flow that enabled the adoption of our first 50 customers.
- Developed error surfacing components using angular to show customers when they have improperly configured projects allowing hands off customer onboarding.

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.
- Implemented an authorization model allowing broad and secure access to security tooling.
- 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.
- 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.

Education

University of Central Florida   **Orlando, FL**

Bachelors of Science in Computer Science   August 2017