# Hunter S. Heston

904-657-7514 | hntr@hey.com | hunterheston.com | San Francisco, CA

## Skills

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

## Experience

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

- Collaborated within a remote-first team to develop Iudicium, a security monitoring and automation platform, contributing to enhanced oversight and detection of security threats.
- Designed and implemented an authorization model with Go and the Ganpati2 identity management system, ensuring fine grained authorization checks are applied to all requests to the Iudicium application.
- Architected and built a scalable data storage layer using SpannerDB, centralizing security assessment for Google's systems and providing security teams with the ability to query historical security data.
- Designed and implemented a data export pipeline using Spanner Push Queues and Go, allowing export of 100+ gigabyte data sets into text proto files for easy and cheap post analysis.
- Engineered a data analysis layer with CEL, streamlining the data shaping process during security assessment generation. This minimized the need for one-off post processing scripts.
- Acted as mentor and main point of contact to team interns and fostered a sense of inclusion by planning events for interns.

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

- Earned promotion from “Software Engineer Associate” to “Software Engineer”, contributing to the development of IRST (Infrared Search and Track) systems.
- Developed and maintained a C library for audit logging, capturing hardware failures for diagnostics.
- Implemented an application boot framework in C/C++ to coordinate the secure and ordered launch of all software system components.
- Adapted existing 1553 messaging interfaces in C++ for integration with new aircraft models, facilitating the acquisition of a new IRST contract.
- Implemented command and response messages using a pub-sub framework in C++ to support pilot communication in F-18 and F-15 fighter jets.
- Collaborated with customers on-site, conducting integration tests and resolving issues to meet key contract deadlines.
- Lead the migration of all messaging systems from version 3 to 5 of a core internal SDK and performed verification testing on all software components.

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

- Transitioned to a full-time position after a successful internship.
- Developed 250+ mobile-friendly pages using Bootstrap, HTML, and CSS.
- Facilitated content updates by transferring data into Sitecore CMS for non-technical users.

## Education

### University of Central Florida — Orlando, FL

*Bachelors of Science* in Computer Science — August 2017