



# CHRISTOPHER HUNT

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Personal Trivia: Able to solve the Rubik's Cube in less than 20 seconds.

## CORE COMPETENCIES

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- **Software Development:** Java, Ruby, HTML, CSS, JavaScript, MySQL, Socket.IO, Node.js, Ruby on Rails, Git, SVN, VIM
- **Operating System Platforms:** GNU/Linux/RHEL, Mac OS X, Win32
- **Misc. Digital:** Color Correction for CMYK and RGB, Coloring Profiling, Digital Asset Management

## PROFESSIONAL EXPERIENCE

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**Progeny Systems Corporation**, Gig Harbor, Washington

(July 2009 - Present)

**Software Engineer** - Design, implement, test, document, and integrate unique software solutions for the United States Department of Defense and commercial customers on strict deadlines. Maintain software through entire lifecycle, utilizing agile programming practices for quick turnaround times.

### Specific Accomplishments:

- Prototyped stateless event driven non-blocking JavaScript **JMS/AMQP** message receiver and web server. Design utilizes **Node.js** for fast server-side JavaScript and Socket.IO for realtime scalable multiplexing **WebSocket** connections. Tested to receive and transmit 1000 messages per second asynchronously to and from all connected web clients.
- Utilized Java, **Ruby on Rails**, CSS, HTML/HAML, and **JavaScript** to build interactive system resource management user interface and web service. Implemented RESTful API for starting, stopping, restarting, and statusing system resources including applications, processes, interfaces, disks, and operating system. Integrated web API with Java contributions from another team member.
- Designed and implemented lightweight **RESTful** Ruby on Rails web service which integrates more than 25 separate web, Java, **SOAP**, and GTK+ applications into one common user interface while maintaining state, history, and authentication for each. Web service tested on all major browsers including Google Chrome, Firefox, Safari, and Internet Explorer.

**Apple Computer, Inc.**, Seattle, Washington

(July 2008 - July 2009)

**Mac Genius** - Provide Apple hardware/software troubleshooting, diagnosis and repair; facilitate client product training; manage repair workflow including open repair prioritization, case management, and service part order; conduct quality review of all hardware product returns and reclassify as needed; validate warranty claims; provide periodic technical coaching to associates; and maintain an organized and efficient repair workplace.

### Specific Accomplishments:

- Utilizing the open source web application framework, **Ruby on Rails**, *designed and implemented an in-house training and certification reporting system*. Improvements allowed managers to track and predict repair technician performance.
- Engaged in **technical triage** with Apple customers and employees to identify and provide software/hardware solutions. *Received personal letter of appreciation for superior work and customer service.*

## SUCCESSFUL PROJECT WORK

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**Krubot: Rubik's Cube Solving Robot** - Designed and implemented a software controlled robot that, when given a Rubik's Cube of any configuration, calculates solution and physically returns the cube to a solved position. Designed and built hardware, developed control software, including parallel control interface used to drive six stepper motors through a Java implementation of Kociemba's Algorithm.

**JNetCube** - Developed and released an open source Java implemented competition Rubik's Cube timer for worldwide use. Currently used as the international standard for generating competition legal Rubik's Cube scrambles, networked speed racing, and statistical tracking of Rubik's Cube solve times. Software later expanded to automatically solve any Rubik's Cube configuration.

## EDUCATION

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**Pacific Lutheran University**, Tacoma, Washington

(2008)

### **Bachelor of Computer Science**

Java Programming, Data Structures, Digital Electronics, Database Management, WIN32 Assembly, Discrete Structures, Algorithm Analysis, Rendering Techniques, Artificial Intelligence, Web Programming, Mathematics Linear Algebra, Calculus, Statistics, Physics.