

# Alex Hunt

[www.alex-eugene-hunt.rocks](http://www.alex-eugene-hunt.rocks)

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## Experience

<b>Software Engineer Intern</b> <b>CymSTAR LLC - Broken Arrow, OK</b>	<b>Feb 2024 - Dec 2024</b>
<ul style="list-style-type: none"><li>• Needed a consistent environment to deploy <b>Python</b> and <b>C++</b> software across multiple teams.</li><li>• Designed <b>Docker</b> and <b>Podman</b> containers to streamline the deployment process, reducing 70% of deployment overhead by eliminating configuration conflicts.</li><li>• Existing <b>CI/CD</b> workflows were slow and prone to manual errors.</li><li>• Addressed existing CI/CD bugs and developed <b>GitLab Pipelines</b> to improve automation, decreasing build times by 80% and significantly enhanced code reliability.</li><li>• Configured and managed <b>GitLab Runners</b> to enable parallel and efficient builds.</li><li>• Shortened feedback loops by 50%, allowing quicker iteration and continuous integration.</li><li>• Implemented <b>integration and unit testing</b> frameworks in Python and C++ to ensure reliability in large codebases.</li><li>• Created an automatic <b>Redmine</b> ticket updater using <b>GitLab's</b> merge request <b>API</b> using <b>C#</b> and <b>dotnet</b>.</li></ul>	

## Education

<b>Master of Information and Data Science</b> <b>University of California, Berkeley - Berkeley, CA</b>	<b>Jan 2025 - (Dec 2025)</b>
<b>Master of Computer Science</b> <b>University of Oklahoma - Norman, OK</b> 3.9 / 4.0 GPA	<b>Jan 2024 - Dec 2024</b>
<b>Bachelor of Computer Science</b> <b>University of Oklahoma - Norman, OK</b> 3.83 / 4.0 GPA	<b>Oct 2020 - Dec 2023</b>

## Projects

<b>Full-Stack (MERN) Personal Website - <a href="http://www.alex-eugene-hunt.rocks">www.alex-eugene-hunt.rocks</a></b> <b><a href="https://github.com/alex-eugene-hunt/MERN-FullStack-Website">https://github.com/alex-eugene-hunt/MERN-FullStack-Website</a></b>	<b>Jan 2025 - Present</b>
<ul style="list-style-type: none"><li>• Personal website created from scratch using <b>Mongo</b>, <b>Express</b>, <b>React</b>, and <b>Node.js</b>.</li><li>• <b>Fine-tuned local LLM</b> to answer personal questions about myself that users may want to know.</li><li>• Implemented <b>nodemailer</b> to create an email sending form to allow users to easily send me an email.</li><li>• Utilized <b>MongoDB</b> to include a playable Asteroids game that keeps a global leaderboard.</li></ul>	
<b>Meteorite Landings Data Mining Application - University of Oklahoma</b> <b><a href="https://github.com/alex-eugene-hunt/SoftwareProject-College-OU-CS5593">https://github.com/alex-eugene-hunt/SoftwareProject-College-OU-CS5593</a></b>	<b>Aug 2024 - Dec 2024</b>
<ul style="list-style-type: none"><li>• Developed a <b>Python</b>-based data mining application with advanced <b>machine learning algorithms</b>.</li><li>• Enabled accurate <b>classification</b>, discovering geographical hotspots for further scientific research.</li><li>• Needed to visualize and interpret meteorite distribution for non-technical stakeholders.</li><li>• Created clustering models leveraging coordinates and built a <b>GUI</b> for easy data exploration.</li></ul>	

## Technical Skills

- Python, Machine Learning, Full-Stack, C++, Java, OOP, R, Data Science, Linear Algebra, CI/CD