Alex Hunt

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Experience

CymSTAR LLC — Apr 2025 - Present
Software Engineer I — Broken Arrow, OK

- Completing on-base installations of USAF aircraft simulations that help train pilots for first flights.
- Troubleshooting bugs and real time errors present in on-base installations including networking errors, software initialization, and various software applications needed to keep the trainers running for clients.
- Developed a tool to manage pipeline CI/CD testing, allowing for clients to easily test our installations, reducing the time needed to test simulation installations while on-base.
- Crafted a bid contracted out by the Department of Defense to create a tool that automatically containerised software projects with the use of artificial intelligence and large language models.

CymSTAR LLC — Feb 2024 - Dec 2024
Software Engineer Intern — Broken Arrow, OK

- Created GitLab CI/CD Pipelines and integrated them into a Linux host system, cutting build times by 70%.
- Developed unit and integration testing frameworks (PyTest, GoogleTest) for Python and C++, enhancing code reliability and test coverage by 30%.
- Improved an automated Redmine API ticket updating system by integrating GitLab merge request APIs with C# and .NET, eliminating manual updates by 100%.

Education

University of Oklahoma — Jan 2024 - Dec 2024
Master of Computer Science — Norman, OK
GPA: 3.9 / 4.0

University of Oklahoma — Oct 2020 - Dec 2023
Bachelor of Computer Science — Norman, OK
GPA: 3.83 / 4.0

Projects

Full-Stack Personal Website
github.com/alex-eugene-hunt/MERN-FullStack-Website

- Developed a MERN stack personal website using MongoDB, Express, React, and Node.js.
- Fine-tuned a LLM model to provide dynamic responses to user inquiries, improving engagement.
- Implemented Nodemailer to create an email submission form for direct user communication.
- Integrated a MongoDB-backed Asteroids game with a global leaderboard for interactive user engagement.

Meteorite Landings Data Mining Application
github.com/alex-eugene-hunt/SoftwareProject-College-OU-CS5593

- Developed a Python-based machine learning application for classifying meteorite landings.
- Implemented linear regression and logistic regression models to predict meteorite data.
- Built clustering models leveraging geospatial data, identifying high-volume landing zones.
- Designed a GUI-based visualization tool, enabling interactive exploration of meteorite datasets.

Technical Skills

- **Programming Languages:** Python, C++, Java, R, JavaScript (Node.js, React), C, C#, HTML/CSS, .NET
- **Machine Learning & Data Science:** TensorFlow, Scikit-learn, Reinforcement Learning, Data Visualization
- **DevOps & Tools:** Unit Testing, Docker, Podman, GitLab CI/CD, Kubernetes, Linux