

Hunter Todd

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EDUCATION

University of Miami

May 2025

*B.S. Software Engineering**GPA: 3.88*

- **Awards and Honors:** IEEE-HKN and Tau Beta Pi Member, President's Honor Roll (3x), Provost Honor Roll (2x), Dean's List (1x)

SKILLS

Programming Languages: C/C++, Python, Java, JavaScript/TypeScript, HTML/CSS, BCPL, LaTeX**Frameworks:** React, Angular, Node.js, Flask**Tools and Technologies:** Git/GitHub, Unix Shell, VS Code, IntelliJ IDEA, CLion, PyCharm, MySQL, Docker, Kubernetes, Jira, Bitbucket

EXPERIENCE

Software Engineer Intern

June 2024 – Present

*Parsons — Federal Solutions**Colorado Springs, CO — Hybrid*

- Collaborated in an Agile development team to convert an outdated application into a web-based application by implementing a widget action controller for various program managers, enhancing user interaction and control.
- Developed microservices using Java and Angular, ensuring seamless integration within the existing architecture.
- Utilized Docker and Kubernetes for containerization and orchestration.
- Managed tasks and version control using Jira and Bitbucket.
- Authored comprehensive unit tests in TypeScript and Python, collaborated in code reviews to maintain high code quality and reliability.

Software Engineer Intern

June 2023 – October 2023

*Escape Theory**Loveland, CO — Hybrid*

- Contributed to the development of an arcade game system using the MERN stack.
- Implemented RESTful APIs with Node.js and Express to handle game data and user interactions.
- Designed responsive front-end interfaces using React and CSS, improving user experience by 30%.
- Optimized MongoDB queries, reducing data retrieval time by 20%.

Resident Assistant

August 2022 – Present

*University of Miami**Coral Gables, FL*

- Supervise and mentor 96 residents, fostering an inclusive and supportive community environment.
- Plan and execute programs focused on diversity, wellness, and academic success.
- Enforce university policies to ensure safety and compliance within the residence hall.

PROJECTS

MyShell Program | C, Unix Shell, Networking

November 2023

- Developed "MyShell," a custom Unix shell in C with built-in commands and network capabilities using socket programming.
- Implemented features such as process control, piping, and I/O redirection to mimic standard shell functionalities.

Exploring the U.S. Map | C++, Graph Algorithms, Visualization

May 2023

- Created an interactive C++ application to navigate a U.S. map using Dijkstra's algorithm for shortest path calculations.
- Built an in-memory graph structure from dataset files, optimizing for efficient pathfinding and scalability.

RELEVANT COURSEWORK

Object-Oriented Programming • Data Structures & Algorithms (C & C++) • Operating Systems (C) • Discrete Math • Neural Networks • Biomedical Data Science • Software Architecture • Network Client-Server Programming • Database Design • Python for Scientists • Processors: Hardware, Software, and Interfacing • Systems Programming (C)