H. Race Hunter

Tempe, AZ | race@racehunter.dev | 858-255-4225 | /in/racehunter | racehunter.dev

Objective

Motivated computer engineer experienced with enterprise development tools and project management. Interested in performance-critical systems. Seeking full-time entry-level engineering position.

Skills

Languages – Java, Python, C/C++, Javascript, C#/.NET
Web Technologies – Electron, React.js, Typescript
Tools – git, Docker, Jenkins, Sentry, Splunk, MongoDB, Trello/Asana/Jira, IntelliJ, VS code, Visual Studio
Hardware – Verilog, EAGLE PCB, Quartus Prime, digital logic, analog circuit analysis

Professional Experience

Vehicle Software QA Intern, Tesla Inc. Sep 2020 – Dec 2020

- Expanded the python vehicle firmware crash processor to meet the needs of a growing global fleet
- Integrated firmware codebase with Sentry to show lines of code surrounding each frame in the stack trace for a firmware crash, dramatically reducing developer debugging time

CS Engineering Intern, Sun Engineering & Technology International June 2020 – Sep 2020

- Lead a team of 4 to design, code, and deploy a .NET automation tool spanning a 2 hour-long workflow per file for over 400 files per project, with emphasis on adaptability for future projects

Software Engineering Intern, Fitbit, Inc. June 2019 – Dec 2019

Full time internship (June – September)

- Created React.JS web app, increasing productivity by replacing CLI tools that required developer involvement, saving several hours each week for a team of 20
- Automated update distribution (CI/CD) and testing, increasing productivity and reducing debugging time

Part time internship (September – December)

- Created Java microservice to automate EOL for consumer firmware, saving 2 hours each week of developer time and reducing time for consumer updates

B.S. Computer Engineering, UC San Diego – December 2020

Advanced Software Engineering Spring 2020

- Lead a group of 11 to design, document, and build a Chrome extension to boost remote developer productivity

Advanced Digital Design Project Spring 2020

- Conducted a group of 3 to design and synthesize a bitcoin miner using SystemVerilog

Intro to Computer Architecture Winter 2020

- Optimized a simplified version of AlexNet for speed up of 4.8x using pipelining, loop tiling, and multithreading

Quadcopter Class Spring 2019

- Worked in a team of 2 to design, manufacture, and assemble a custom PCB using EAGLE software
- Developed various safety mechanisms in firmware to reduce operator injury, including safe startup, auto timeout, and interference rejection

Other Coursework

Front-end Design
Digital Logic Design + Lab
Intro to Data Science
Health Care Robotics
Principles of Operating Systems
Advanced Data Structures
Enterprise Finance
Ethics at Work
Theory of Computability
Algorithms
Principles of Accounting