

Hutton Grabiell

Seattle, WA

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Education

University of Washington - Seattle

June 2026

Experience

MATRIX Software

July 2021 - June 2022

Software Intern

- Refactored Ansible Playbooks and Shell Scripts to automate the creation of linux containers which ran the customer Training environment
- Implemented end-to-end, automated chat feature in iOS application saving development team three weeks worth of time
- Conducted research on OAuth2.0 and presented findings to the development team leading to the implementation of OAuth2.0 on company software

Husky Robotics @ University of Washington

September 2022 - Present

Electronics Team Firmware Developer

- Implemented firmware for General Purpose Motor Board requiring CAN and UART communication as well as PID and PWM control

UC-Irvine Technology and Mental Health (TEAM) Lab

August 2021 - March 2022

Research Assistant

- Curated an initial list of around 200 applications that fell into the broad scope of teen mental health
- Trimmed the initial list of applications down to 19 using strict filtering criteria
- An author of the published report, 'Digital Tools and Solutions for Teen Mental Health'
<https://onemindpsyberguide.org/resources/teen-app-guide/>

Personal Projects

- Networked key-value store (github.com/huttongrabiell/skv) and corresponding CLI application (github.com/huttongrabiell/skv_talk)
- AST Generator/Compiler for bespoke object oriented language as part of Nand2Tetris course (github.com/huttongrabiell/jack-compiler)
- System Monitor for GNU/Linux systems (github.com/huttongrabiell/SystemMonitor)
- Open Source Contributions to SerenityOS

Skills

Technical

- C++, Rust, C, Linux, Git, Agile Software Development

Other

- Communication, Presentation, Customer Service, Problem Solving