

Joseph Randall Hunt

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Education

- **Western Carolina University** Cullowhee, NC
B.S., Computer Science Aug. 2009 – May. 2012
 - Relevant courses: Data Structures, Software Engineering, Wireless Sensor Networks, Internet Security and Ethics, Computer Graphics, Calculus, Discrete Mathematics, Statistics, Computer Networking, Computer Organization
- **Punahou Academy** Honolulu, HI
High School 2005–2009
 - Graduated with Honors. Dean's list every year. One of four seniors out of 400 selected for special recognition by the faculty. High scores on SAT/ACT/AP exams.

Work Experience

- **SpotOn/Fondu** New York, NY
Software Engineer May 2011 – Oct. 2011
 - As part of a HackNY Fellowship I designed and implemented a collaborative filtering recommendation engine in Python and C which improved recommendation speed (response and pre-calculations) by %800. Used SciPy, NumPy, and Weave to dramatically increase speed.
 - Wrote scripts to automate deployment and logging of Amazon Web Services. Used the boto (and fabric) Python framework.
 - Designed and coded the company landing page.
- **NASA Ames Research Center** Mountain View, CA
Software Engineer Jan. 2011–May. 2011
 - Created an KML Tour generator and editor using Django, Python, SQL, and Javascript.
 - Programmed a specialized media import tool which pulls media and meta-data from several different sources into a central database. Project generated a whole new set of data products for the maps team.
 - Worked on team of two to develop better navigation algorithms for rovers.
- **NASA Langley Research Center** Hampton, VA
Software Engineer May 2010–Aug. 2010
 - Worked on several tools for mass properties evaluation which culminated in the design a mass properties API.
 - Also worked with an 8 person team to design and perform a series of tests on a flotation concept. Project could save 2.5 million dollars if implemented. Findings were published to NASA's main web-page, AIAA newsletter, and several other notable websites.
- **Western Carolina University** Cullowhee, NC
Various Roles Aug. 2009–May 2011
 - Resolved IT issues for students and faculty. Also taught several workshops on web development.
 - Assisted professor and students in introductory computer science courses as a TA.
 - Deployed Drupal based sites for clubs, teams, and organizations.
 - Maintained the computer science lab computers running Linux, Windows, and OSX with several VMs. Created scripts to automatically update and backup all computers and all VMs. Managed backups leading to a %5 decrease in downtime from previous administrator.

Skills

Languages: C, Java, Python, Javascript, PHP, Ruby, Go, Prolog, HTML/CSS, SQL, LISP, MIPS, Objective-C, French, German, Spanish

Systems/Tools: OS X, Linux (CentOS, Gentoo, Ubuntu), Windows, MySQL, MongoDB, vim, emacs, XCode

Frameworks/Platforms/APIs: jQuery, nodejs, django, rails, SciPy, NumPy, Foursquare API, Facebook APIs, Google APIs, drupal, wordpress, heroku, twilio,

Honors/Awards/Presentations

- [Third Place HackNY Fall 2011 Hackathon](#)(out of 25 teams and 200 competitors)
- [HackNY Fellow](#) (one of 35 students selected to intern at NYC startups)
- Deans List, Honors College
- Featured in Honors College “Imagine” magazine
- Student Representative on Academic Technology Committee
- AP Scholar’s Award
- Several presentations at NASA

Activities and Societies

- IEEE Member
- [Student ACM Chapter](#)
- [Open-Source Contributor](#)
- Active on [StackOverflow](#)
- Passionate about Robotics [\[1\]](#) [\[2\]](#)
- [Rubik’s Cubes](#)

Relevant Coursework and Independent Projects

- [Mosaic Machine](#) in Javascript
- [LoCreep](#) in Python, Javascript, and NodeJS
- Multiuser Chat System in Java
- Set Associative Cache Simulator in Java
- Tokenizer and Parser in C
- Wireless Sensor Grapher in TinyC+Java
- TCP Implementation in TinyC
- Adventure Game in Prolog