Steven Hudson

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Technical Skills

Languages	Python, Java, SQL, Javascript/TypeScript, C/C++, C#
Frameworks & Platforms	Django, React, Quarkus, Cloud (Azure)
Tools	Git, Jira, VSCode, IntelliJ, Vim
Other	Pytest, JUnit, Linux, Docker

Experience

Software Engineer, General Motors - Austin, TX Jan 2022 - Aug 2025

- Developed REST API using Django to support managed electric vehicle charging and responding to grid power demand
- Collaborated with cross-functional teams to integrate with second- and third-party systems
- Reduced enrollment latency by over 80% by moving to database functions and Azure EventHubs
- Implemented unit testing (Pytest), driving adoption of automated testing
- Improved resolution time of customer issues by identifying common escalations and adding features to empower agents to solve problems without escalating
- Increased app reliability by debugging asynchronous Java code and resolving deadlocks

American Multi-Cinema, Inc: General Manager Sep 2015 - Mar 2020

- Improved integration of interactive pre-show pilot by reverse-engineering management software
- Minimized downtime by troubleshooting digital projection hardware and software
- Opened new market by bringing foreign films to our theatre in collaboration with local student group

Education

B.S. Software Engineering May 2021
Arizona State University, Tempe, AZ 3.77/4.00 GPA
Dean's List: Fall 2020, Spring 2021 Magna Cum Laude

Projects

Galactic Waez github.com/shudson6/EGS-GalacticWaez

- Problem: Empyrion lets players explore a galaxy of tens of thousands of star systems, but does not provide wayfinding. Further, galaxy map is not exposed by the game's modding API.
- Solution: Developed a heuristic to identify galaxy map data within application memory, build a graph structure and apply A* to optimize navigation.