Stephen George
Github

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EXPERIENCE

- **Hudl** — Lincoln, NE
  Software Engineer II — *April 2024 - Present*
  - **Entity Relationship Microservice**: Architected and launched a .NET microservice managing entity relationships across Hudl's platform. Built an extensible foundation for any relationship type, now used by approximately a dozen products within Hudl.
  - **Custom Form Platform**: Designed and developed a .NET microservice with reusable React components and TypeScript logic for dynamic form creation, rendering, and completion across Hudl's products. Led development of a secure file upload and download feature with malware scanning, in-memory magic-byte file type verification, and layered infrastructure and application-level access controls. Created a plug-and-play solution with a generic, extensible architecture, starting with client data collection on Hudl's payments platform.
  - **Calendar Event Filter Project**: Owned development of a React-based tree filter panel enabling users to filter calendar events. Proactively identified early risks with tightly coupled UI components, then organized and led a multi-team decoupling effort, unblocking dependencies and ensuring successful, on-time delivery.
  - **AI Agent Orchestration & Tooling**: Built an API automation orchestration system using Claude Code subagents with runtime feedback loops, enabling coding agents to autonomously author API test suites and reducing QA engineers' automation time by ~75%. Drove broader AI tooling adoption by authoring internal guides and leading org-wide workshops, tracking success metrics and cost analysis to evaluate scalability for engineering team adoption.
  - **Production Operations Manager**: Managed production operations for 40+ engineers, organizing on-call rotations, preseason audits, and pushing for more efficient microservice resource allocation while responsibly balancing database connections, thread usage, AWS limitations, and more.

- **Hudl** — Lincoln, NE
  Software Engineer I — *April 2023 - April 2024*
  - **iOS Video Upload Hotfix**: Delivered critical hotfix for iOS video upload issue affecting thousands of events by identifying a cross-version defect in Objective-C/Swift pipeline; implemented fix with enhanced observability for future detection.
  - **React Native Scoreboard Overlay**: Built React Native frontend feature to manage scoreboard overlay in livestream for sports events.

- **Gallup** — Omaha, NE
  Software Engineer Intern — *May 2022 - August 2022*

- **Union Pacific** — Omaha, NE
  Software Development Intern — *September 2020 - November 2021*

PROJECTS

- **Monaco**: Built a real-time collaborative editor supporting multiple concurrent users using websockets. Initially developed with Java, Angular, Spring Boot, and Docker, then later translated to C# and React. Implemented operational transformation algorithm for conflict resolution and synchronization at scale. GitHub Repository 2022

EDUCATION

- **University of Nebraska - Omaha** — Omaha, NE
  Bachelor of Science in Computer Science; Minors: Cybersecurity & Mathematics — *August 2019- Dec 2022*

PROGRAMMING SKILLS

- **Technologies**: C#, Typescript, React, AWS, Git CLI, Docker, Linux, Terraform, GraphQL, MongoDB, Java, Spring Boot