

# Steven Hanna

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Software engineer passionate about computing, design, and customer success. Strong interpersonal skills for working in a team and successfully shipping products.

## Employment

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- **Splunk Inc** **San Francisco, CA**  
*Forward Deployed Software Engineer* *June 2019, Current*  
FDSE's are developers who are paired with account teams in order to build prototyped solutions, complex workflows, and data integrations. Working closely with Sales Engineers, FDSE's are focused on accelerating opportunities, unlocking stuck customers, and increasing adoption of the Splunk platform. As a FDSE, I learned, integrated and deployed various aspects of the Splunk architecture while integrating custom solutions for internal teams throughout Splunk, impacting over \$100m in revenue. <http://splunk.com/>

## Projects

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- **MyMenopauseRx**: Architected, designed, and deployed a scalable telemedicine solution capable of serving many different patients and medical verticals. Collaborated across various teams to deliver a full fledged service, including but not limited to marketing, design, and business development. <https://mymenopauserrx.com>

## Technical and Personal skills

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- **Programming Languages**: Proficient in: Java, JavaScript, HTML, Node.js, Git, CSS, Python, Rust, Go, React, Vue  
Also basic ability with: C++, Bash, Android Development, SQL
- **Technologies**: AWS Suite (EC2, ECS, ECR, S3, SQS, Kinesis, Athena, Cloudtrail, CloudWatch, Lambda, RDS, CloudFront, Chime), GCP (Compute, Storage, PubSub), Docker, GitHub, GitLab (CI tooling)

## Education

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Academic Qualifications.....

- **Syracuse University College of Engineering and Computer Science** **Syracuse, NY**  
*Computer Science, Renee Crown Honors* *2015 – 2018*  
GPA: 3.482 / 4.0  
Deans List - Fall 2015, Spring 2016, Spring 2017, Fall 2017, Spring 2017, Fall 2018

Relevant Coursework.....

- **Data Structures**: Abstract Data Structures, Algorithm Analysis, Object-Oriented Programming in Java
- **Intro. Object Oriented Design**: Fundamental software design concepts of functional decomposition and object-oriented design in C++
- **Software Specification and Design**: Software requirements analysis, development of specification, and specification documents
- **Programming Languages, Theory and Practice**: Environments, stores, scoping, functional and imperative languages, modules, classes, data encapsulation, types, and polymorphism
- **Computer Organization and Programming Systems**: Assembly language, computer organization and architecture
- **Software Implementation**: Implementation and extended development of software systems
- **Analysis of Algorithms**: Dynamic Programming, algorithm efficiency, graph theory
- **Operating Systems**: Kernels, file systems, memory allocation techniques
- **Access Control, Security and Trust**: Ensuring access, virtualization, proving safe systems