

Tia Hunt

San Diego, CA | [linkedin.com/in/tiahunt](https://www.linkedin.com/in/tiahunt) | (520) 784-9200 | tia_hunt@outlook.com

SKILLS & INTERESTS

- **Languages:** HTML5, CSS3, JavaScript (ES6+), TypeScript, Python 3.x, SQL (PostgreSQL), C/C++ 11 or newer, Java 8 or newer, C# (.NET)
- **Libraries/Frameworks:** React, Node.js (Express.js, NestJS)
- **Tools:** Git (GitHub, GitLab), Docker, Tableau & Microsoft Power BI, Adobe XD, WordPress
- **Operating Systems:** Linux (Ubuntu), macOS, Windows 10/11
- **Additional Skills:** Unit Testing (Jest), RESTful APIs, Agile/Scrum methodologies

WORK EXPERIENCE

The MITRE Corporation

San Diego, CA

Intermediate Software Engineer

June 2022 – Present

- Spearheaded the development of key front-end features within a React application, achieving a 300% increase in yearly artifact sharing rates and a doubling of cataloged artifacts, enhancing knowledge sharing and reuse of innovative products for impactful sponsor delivery
- Crafted Adobe XD wireframes for complex data visualization dashboards, leading to improved situational awareness and direct application in the largest iteration of a global exercise
- Engineered a comprehensive Power BI data visualization dashboard and optimized data collection workflows, pivotal for sponsor leadership in strategizing funding allocations for mission-critical capabilities

Associate Software Engineer

June 2021 – June 2022

- Developed advanced Python and Tableau-based dashboards powered by a SQL database, recognized as an integral component of the sponsor's digital engineering framework, enabling analysis on resource usage, allocation, and algorithm performance metrics
- Delivered a unified evaluation framework and Tableau data visualization tool, streamlining the sponsor selection of essential vendors for critical space sensing and security missions
- Orchestrated a project internship program, including task definition, coordination of orientation and engagement events, and leading weekly touchpoints, culminating in 1 full-time and 2 part-time (PTOC) job conversions, underscoring leadership and mentorship proficiency

Raytheon Technologies

Tucson, AZ

Software Engineer Intern

June 2020 – April 2021

- Rehosted legacy software onto embedded hardware, overseeing Ada to C++ conversions, solving Endianness conflicts, and ensuring data structure alignment, preserving system integrity and performance
- Conducted formal qualification testing of custom firmware via hardware-in-the-loop simulation, verifying system integrity and operational readiness in line with quality assurance and system reliability standards

EDUCATION

University of Arizona, Honors College

Tucson, AZ

Bachelor of Science in Electrical and Computer Engineering (GPA: 3.7)

May 2021