

Hunter Long

[GitHub](#) | [Portfolio](#) | [LinkedIn](#) | [Email](#)

Skills

Languages: TypeScript, JavaScript, SQL, Python, CSS, HTML
Technologies: React, Node.js, Express, Flask, Mongoose, Sequelize, Prisma, Next.js, Redux, React Query
Databases: PostgreSQL, MongoDB
Tooling: Git, GitHub, VS Code, Postman, Adobe Creative Suite
Other: REST APIs, OOP, Data Structures and Algorithms, AWS

Projects

Clippy (Internal tool for General Assembly) [Front-End](#) | [Back-End](#) | [Deployment](#)
Led the development of a MERN stack application for course management, now used by multiple classes at General Assembly.

Experience

Software Engineering Immersive Senior Instructional Associate

General Assembly, Remote —November 2022 - Present

- Designed and maintained course content delivered to over 300 students during tenure at General Assembly's flagship SEI program.
- Built and maintained internal tools to automate previously manual processes.
- Served on the Product Advisory Board for the Tech vertical of General Assembly - responsible for assisting in technical product design and standardization of the Software Engineering Immersive curriculum.
- Consistently delivered student NPS scores 20+ points over company goals and in the top 10% of the company.

Art Director

Colure Media, New York —September 2016 – June 2021

- Led a team of designers focusing on UI/UX and branding for a diverse clientele.
- Worked closely with developers to ensure designs were seamlessly and accurately implemented.
- Collaborated with clients, translating their vision and needs into actionable design strategies.
- Utilized tools like Adobe Creative Suite and Figma to craft and iterate on design prototypes.

Education

General Assembly

Software Engineering Immersive

Note: Hired as an instructor following completion of the program.

Ohio Wesleyan University, Delaware, OH

Bachelor of Arts | History