

HUNTER WILKINS

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· hunterwilkins.dev ·

Dedicated and innovative software engineer with a strong ability to design, develop, and deploy scalable solutions to meet business needs. Proven track record of quickly adapting to new technologies and methodologies, and committed to continuous learning and enhancing skills to drive organizational success.

TECHNICAL STRENGTHS AND SKILLS

Languages	JavaScript, TypeScript, c#, Java, Go, Python
Frameworks	React, Next.JS, RxJS, Tailwind, ASP.NET, Spring Boot, Lombok
Technologies	Docker, Kubernetes, Helm, Scaffold, Terraform, Google Cloud Platform, Electron
Soft Skills	Communication, Leadership, Decision-Making, Project Management
Certificates	CRLA International Tutor Certification Level III

WORK EXPERIENCE

Full Stack Software Engineer II **Jul 2022 - Current**
NCR Voyix

- ◆ Developed and maintained Point of Sale software and Configuration Management UI.
- ◆ Expanded backend microservices for monetary calculations, configuration, receipt formatting, and media distribution.
- ◆ Built services to communicate with hardware devices such as PIN pads, scanners, printers, scales, and MICRs.
- ◆ Created internal tooling for managing local Kubernetes environments, querying GCP logs, and deploying Docker images from GitHub PRs, expediting development cycles and enhancing peer review efficiency.
- ◆ Collaborated with team members to design and implement scalable and efficient solutions.
- ◆ Engaged in knowledge sharing and mentoring, fostering a culture of continuous learning and improvement.

Lead Software Development & Mission Control Operator **Mar 2021 - May 2022**
University of Georgia Small Satellite Research Lab

- ◆ Designed mission control and telemetry software to maintain safe and operational control of satellite operations in orbit.
- ◆ Developed a Ground Station web dashboard and API using Javascript, Python, and SQL for monitoring, diagnosing anomalies, and executing corrective actions to ensure mission success.
- ◆ Coordinated rigorous testing and validation to verify software functionality, performance, and correctness in simulated and real-world environments.
- ◆ Implemented procedures and documentation for monitoring and regulating ground station operations.
- ◆ Collaborated closely with interdisciplinary teams of engineers to translate project requirements into technical specifications and software solutions.

Lead Computer Science Peer Tutor **Jan 2021 - May 2022**
University of Georgia

- ◆ Led one-on-one and group study sessions for seven computer science and math courses.
- ◆ Presented a talk to thirty peer educators at the Peer Educator Conference held by the University of Georgia.
- ◆ Mentored and guided a team of six Computer Science tutors, enhancing their effectiveness in supporting students' academic growth.

Computer Science and Math Peer Tutor **Aug 2019 - Dec 2020**
Augusta University

- ◆ Guided one-on-one and peer tutoring of eight to ten students.
- ◆ Offered guidance on debugging code, optimizing algorithms, and troubleshooting technical issues.
- ◆ Collaborated with faculty members and teaching assistants to align tutoring sessions with course objectives.

Math Peer Tutor **Jan 2019 - Aug 2019**
Augusta University

- ◆ Adapted tutoring techniques to accommodate students with varying learning styles and levels of proficiency.
- ◆ Taught problem-solving and critical-thinking strategies in algebra, pre-calculus, and calculus.
- ◆ Fostered supportive learning environment to help students build confidence and achieve academic success.

EDUCATION

University of Georgia **Jan 2020 - May 2022**
Bachelor of Science in Computer Science

Augusta University **Aug 2018 - Dec 2019**
Bachelor of Science in Computer Science