

Hunter Holder

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Austin, TX

Profile DevOps and automation engineer with experience in Machine Learning, AI, and infrastructure at scale. Passionate about human interaction, security, and privacy.

Experience

Lab Automation Engineer, Apple • 2022–Present

🍏 Pay labs.

DevOps Engineer, id Software • 2020–2022

Automating and optimizing build processes for the Orion project, automating infrastructure provisioning and custom setup for self-hosted and cloud clusters using Kubernetes, Terraform, and Ansible, and creating pipelines for games — including DOOM: Eternal and Quake Champions — and game server builds using Jenkins and GitHub Actions.

DevOps Engineer, Lockheed Martin • 2018–2020

Developed a CI/CD pipeline and build system for quicker deployment of projects using Java, C++, and Python to F-22 planes, as well as data analysis tools for plane test metrics. Crafted user workflows, created UI designs, and designed software architecture for multiple projects. Deployed DevOps infrastructure for F-35 and migrated parts of the system from Windows to Linux. Trained teams on agile tools (Jira, Confluence, Git, GitLab, Jenkins) and practices (kanban, scrum, sprints, CI/CD). Improved and automated the build process for F-35 internal and on-plane tooling using Jenkins and OpenShift (Kubernetes).

Software Engineer, American HealthTech • 2017–2018

Developed software infrastructure for a web-based healthcare suite, including features for mail, messaging, calendar, patient health data storage, and a dynamic user dashboard using Angular, C#, and ASP.NET.

Created UI designs for product features and presented them to customers and stakeholders using Figma, Framer, Pixelmator, and Affinity Designer. Developed fully functioning prototype iPhone apps using Swift and Interface Builder.

Genetics Research Lab Assistant, Mississippi State University • 2016–2017

Managed genome mapping and analysis processes on campus supercomputer, parsed and compared genetic information using Bash and Python, and presented research at a university symposium.

Skills

Swift, SwiftUI, Python, Bash, Docker, Kubernetes, Ansible, Terraform, Jenkins, GitHub Actions, Angular, TypeScript, NgRx, AWS, containerd, CI/CD.

Prediction and graphing algorithms related to Machine Learning & AI.

Proficient in German.

Passion Projects

Score Counter app for iOS, iPadOS, watchOS, and macOS using Swift and SwiftUI

Education

Mississippi State University – B.S. in Software Engineering