

# HUNTER MASK

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## SUMMARY

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Mobile and server-side software engineer with 2 years of professional experience working in both UX and development with experience developing and releasing apps. Passionate about using iterative, agile methodologies to build extensible, robust applications, in addition to creating and implementing experiences that delight and empower the end user.

## SKILLS

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- Agile Development
- Behavior-Driven Development
- Cross-team/stakeholder communication
- Test-Driven Development
- Continuous Delivery
- User-centered design
- User Research
- Mobile Development

## PROGAMMING LANGUAGES

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- Swift/Objective-C
- JavaScript/AJAX/jQuery
- Python
- Java
- PHP
- Node.js/Express
- C#
- SQL/Databases
- HTML/CSS

## EXPERIENCE

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### Software Engineer 2, *Nordstrom*

June 2014 - Current

- Developed a Java/REST-based “Retail Engine” retail transaction API that powers Nordstrom TextStyle in addition to other store technology solutions
- Developing a Swift-based rewrite of the iOS Mobile Point of Sale (MPOS) solution used in Nordstrom and Nordstrom Rack retail stores
- Rewrote the company’s internal receipt viewer using a modernized, PHP-based stack, which optimized performance and reduced overhead
- Worked with business partners and UX designers to define and implement end-user retail experiences
- Integrated hardware and software to accept and process de-tokenized (swipe) and tokenized (EMV/contactless) methods of payment

## PROJECTS

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### TeleTango

Fall 2015

- Worked with industrial engineering students to design a user experience for an augmented reality (AR) dance instruction application
- Researched potential users to determine needs and pain points in current workflows
- Applied research to iterative design prototypes, including paper and digital mockups

### MatchUp

November 2014

- Worked with student designers and developers at UW to define high-level architecture for a sports matchmaking service
- Defined essential API routing and client UX/behavior

### Songshout

January 2013

- Developed an app designed to make it easier to share and interact with music. Aggregates social media, nearby concert and Internet radio information about currently playing music to provide an enhanced listening experience. Available on the Mac App Store.
- Learned essentials of Objective-C programming and App Store publishing process

## EDUCATION

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### Bachelor of Science, Human Centered Design and Engineering (HCI Concentration), *University of Washington*

- Minor in Mathematics with additional Computer Science coursework
- Expected graduation: June 2016

### Associate of Science, Pre-Engineering, *South Seattle College*

June 2013