

Steven Hudson

Software Engineer

✉ steven.g.hudson@gmail.com ☎ (334) 750-6216

Profile Summary

Versatile software engineer with a strong foundation in computer science, data structures, algorithms, and software design patterns. Experienced in building scalable, cloud-native applications using event-driven architectures. Skilled in the end-to-end SDLC from architecture and development to monitoring, debugging, and production reliability. Collaborative and growth-minded, with experience driving adoption of engineering best practices.

Technical Skills

Programming Languages	Java, Python, SQL, Plpgsql, Javascript/TypeScript, C/C++, C#
Frameworks & Libraries	Spring Boot, JUnit, Quarkus, Django, Pytest, React
Dev Tools	Git, Jira, VSCode, IntelliJ, Vim, Bash, Slack
Cloud & DevOps	Azure, Kubernetes, Docker, Kafka, Azure EventHubs

Experience

Software Engineer, General Motors - Austin, TX

Jan 2022 - Aug 2025

Virtual Power Plant

- Developed electric vehicle charging platform by collaborating with utility partners to enable managed charging and responsiveness to grid power demand
- Enhanced scalability by reducing enrollment latency by over 80% using event-driven architecture
- Championed adoption of unit testing and test-driven development using Pytest and Copilot, increasing code coverage from 0% to nearly 90% in one sprint and improving code quality

Home Charging Installation

- Improved application reliability by performing root-cause analysis on asynchronous Java service, identifying blocking calls and refactoring to non-blocking I/O, eliminating deadlocks and enhancing performance
- Increased customer support efficiency by analyzing support ticket trends and implementing features that empowered representatives to resolve common issues without escalation

General Manager, American Multi-Cinema - Auburn, AL

Sep 2015 - Mar 2020

- Improved integration of interactive pre-show pilot by reverse-engineering library management system and added application to remove packages without risk of orphaned assets
- Opened new market by bringing foreign films to our theatre in collaboration with local student group

Education

B.S. Software Engineering

Arizona State University, Tempe, AZ
Dean's List: Fall 2020, Spring 2021

May 2021
3.77/4.00 GPA
Magna Cum Laude

Projects

Galactic Waez

Oct 2021

- Reverse-engineered game memory structures and implemented A* pathfinding to optimize navigation across 20k+ nodes, demonstrating skills in large-scale data modeling and algorithm design

Performance Scheduler

Jan 2020

- Designed and developed a desktop Java application with custom UI components to facilitate scheduling with an intuitive, drag-and-drop interface and reinforcing OOP and system design skills