

Hunter Holder

hholder@apple.com

Austin, TX

Profile

Software, infrastructure, and automation engineer with experience in distributed infrastructure, build systems, CI/CD, internal & external customer engagement, and machine learning. Passionate about people, planet, and security.

Experience

Labs Infrastructure Engineer, Apple • 2022–Present

Provisioning and managing infrastructure, monitoring, and services for **Apple Pay** automated testing labs using Ansible, Kubernetes, Docker, Jenkins, TestAutomation, Radar, Splunk, Mosaic Grafana, Whisper, Python, Bash, and Swift. Introduced new environment and dev workflow strategies for shift-left testing. Developed internal tooling to make triage, provisioning, and maintenance easier. Reduced the rate of test errors caused by internal automation issues from 19% to 4%. Migrated services from bare-metal to Kube. Significantly improved the security of labs infrastructure by implementing role/identity-based access, unique host passwords, and password rotation. Allocated and managed hardware, building strong relationships with EPMs. Brought up UR5e arm robot testing setups for complex testing workflows. Performing LiveOn testing of iOS, macOS, and watchOS.

DevOps, Build, & Infrastructure Engineer, id Software • 2020–2022

Developed, automated, and optimised CI/CD and build systems for the [Orion game streaming project](#) and game builds. Provisioned and maintained infrastructure for on-premise and cloud clusters using Kubernetes, AWS, Azure, Terraform, and Ansible, and created test & build pipelines for video games — including DOOM: Eternal and Quake Champions — and online game server builds using Jenkins, TeamCity, and GitHub Actions.

DevOps & Infrastructure Engineer, Lockheed Martin • 2018–2020

Developed and managed CI/CD and build systems for quicker deployment of on-plane capabilities to F-22 planes using Java, C++, and Python. Developed data analysis tools for plane test metrics. Wrote user workflows, created UI designs, and designed software architecture for multiple projects. Deployed and managed testing and service infrastructure for F-22 & F-35, and [migrated dev and build environments from Windows to Linux](#). Trained teams on shift-left workflows and tooling. Automated the build process for F-35 internal and on-plane tooling using Jenkins and OpenShift (k8s).

Software Engineer, American HealthTech • 2017–2018

Developed both front-end and back-end for a web-based healthcare suite, including features for mail, messaging, calendar, patient health data storage, and a dynamic user home menu. Created product UI designs and presented them to stakeholders using Figma, Pixelmator, and Affinity Designer. Developed iPhone apps using Swift and Interface Builder.

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

Wrote genome mapping and analysis algorithms, wrote scripts to parse and compare genetic information on campus supercomputer, and presented research at a university symposium.

Skills & Technologies

Swift, SwiftUI, Python, Bash, JavaScript, Docker, Kubernetes, containerd, Ansible, Terraform, Jenkins, GitHub Actions, TeamCity, Angular, AWS, Azure, CoreML, Networking.

Fluent in English. Proficient in German. Beginner in French.

Other Projects

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

Who's That Pokémon app for iOS using CoreML, Swift, and SwiftUI.

Partnerships Coordination Leader for 🍏 Climate Solutions Study Group

Group Leader for 🍏 Austin Hiking Club

Education

Mississippi State University – B.S. in Software Engineering