

# HUNTER LEAKE

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## SUMMARY

Motivated Software Developer with a strong foundation in Java, Python, C++, JavaScript, HTML, CSS, and SQL. Experienced in developing and optimizing web applications, implementing AI-driven solutions, and collaborating in team-based software projects. Passionate about building scalable, user-friendly applications and solving complex technical problems.

## EXPERIENCE

### JUNIOR WEB DEVELOPER

June 2024 - December 2024

SCWAY Wrestling LLC

- Participated in client meetings to understand and implement feature requests, improving customer satisfaction by 40% and reducing request turnaround time by 50%.
- Collaborated with senior developers to debug and optimize code, enhancing application performance by 30% and reducing error rates by 15% through the use of version control systems.
- Developed and maintained a fully functional website using HTML, CSS, JavaScript, and SQL, resulting in a 25% increase in user engagement and a 20% reduction in page load time.

### TEAM CAPTAIN

August 2020 - PRESENT

California Baptist Wrestling Team

- Led a team of 30 athletes, fostering teamwork and discipline, which resulted in a 15% improvement in team performance and a winning season record.
- Managed team communication and coordination between athletes and coaching staff, streamlining operations and reducing scheduling conflicts by 25% using digital tools.
- Balanced 20+ hours of weekly training with academic coursework, enhancing time management skills and achieving a 3.0 GPA, demonstrating strong analytical skills and discipline.

## PROJECTS

### SOLO GAME DEVELOPMENT PROJECT - UNITY C#

[View Project](#)

- Designed and developed a 2D action-adventure game using Unity and C#, featuring enemy AI, animation systems, and interactive combat mechanic
- Implemented enemy behavior including pathfinding, player detection and attacking animation logic using state-based AI.
- Used Unity's physics system (Rigidbody2D, Colliders) and event-driven programming to create responsive and immersive gameplay.
- Built modular systems to allow for scalability (e.g., reusable enemy controller, animation-driven logic).

## SKILLS

**Hard Skills:** JavaScript, Python, Java, SQL, React, Spring, Git, AWS, Object-oriented design principles, Web development frameworks, Version control systems, Agile methodologies, AI-driven solutions

**Soft Skills:** Analytical skills, Problem-solving skills, Team collaboration, Effective communication, Quick learning, Attention to detail

## EDUCATION

### BACHELOR OF SCIENCE IN COMPUTER SCIENCE

2025

California Baptist University