HUNTER LEAKE

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SUMMARY

Motivated entry-level Software Developer with a strong foundation in JavaScript, Python, and SQL, and hands-on experience integrating APIs, automating business workflows, and working with CRM platforms like Zoho and HubSpot. Skilled in backend scripting, data transformation, and low-code tools like Make.com to streamline operations and improve system connectivity. Comfortable working with version control (Git), debugging integrations, and translating business needs into scalable technical solutions. Known for excellent communication, team leadership, and a proactive mindset. Seeking to grow in a collaborative, fast-paced environment focused on real-world integrations and backend development.

SKILLS

Languages: JavaScript, Python, SQL, HTML, CSS, Java, C#
Tools & Platforms: Git, Postman, HubSpot, Zoho (user-level), Make.com, Unity, AWS
Frameworks: React, Spring, Node.js
Concepts: REST APIs, JSON, Agile methodologies, Object-oriented programming, Event-driven systems

EXPERIENCE

JUNIOR WEB DEVELOPER   JUNE 2024 - DECEMBER 2024
SCWAY Wrestling LLC

- Developed and maintained a responsive website using HTML, CSS, JavaScript, and SQL; increased engagement by 25% and improved loading speed by 20%.
- Collaborated directly with clients to gather requirements, define project scope, and deliver requested features 50% faster than previous development cycles.
- Supported backend debugging and applied industry best practices to optimize application workflows.

TEAM CAPTAIN   AUGUST 2020 – April 2025
California Baptist Wrestling Team

- Provided leadership to a 30-member team, fostering a culture of discipline, collaboration, and performance that led to multiple dual meet victories.
- Effectively balanced 20+ hours/week of training with a full academic workload, demonstrating resilience and time management under pressure.

PROJECTS

API-Driven NBA Win Predictor — *GitHub*

- Built a Python machine learning model to predict NBA game outcomes using historical data, player stats, and team metrics.
- Implemented data pipelines and feature engineering; achieved 68% model accuracy with modular code structure.
- Visualized insights using performance metrics and supported future dataset integration.

Solo Game Development Project — *GitHub*

- Developed a 2D action-adventure game in Unity (C#) with modular combat system and enemy AI.
- Designed scalable systems such as reusable enemy controllers and state-based AI logic.

EDUCATION

BACHELOR OF SCIENCE IN COMPUTER SCIENCE   April 2025
California Baptist University
Relevant Courses: Software Engineering, Data Structures, Cloud Computing, Cybersecurity, Game Development