Graham Hughes

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Experience

Software Engineer | CiDRA Concrete | Wallingford, CT | Oct 2021 – Aug 2024, Jul 2025 – May 2026

- Developed applications in Python and React (Next.js & Typescript) on AWS.
- Increased sales by developing integrations with external ticketing and fleet tracking software to supplement real time internal IOT data.
- Created an internal tool that saves 50% cost of managing a fleet of 1500 IOT devices.
- Lead the implementation of CI/CD pipeline using GitHub actions leading to greater code quality and reliability.

Software Engineer | Hyperfine | Guilford, CT | Sep 2024 - Jan 2025

- Developed software in Python and JavaScript that ran on a portable MR (magnetic resonance) brain imaging machine.
- Helped in transitioning from legacy JavaScript frontend to React and Typescript.

Maker Space Facilitator | Sacred Heart University | Fairfield, CT | Oct 2019 - Aug 2021

- Maintained lab equipment and machinery including CNC machines, 3D printers, laser cutters, waterjet cutters, and an embroidery machine.
- Created training and safety procedures for students to use the machines and lab equipment.
- Assisted students in creating prototypes for products.

Game Programmer | The Beamer | Fairfield, CT | May 2020 – Aug 2020

- Developed a WebGL educational game using C# in Unity.
- Created an internal game dialog editor tool that allowed non technical members of the team to contribute.

Research Intern | Adobe | San Jose, CA | May 2019 – Aug 2019

- Ran machine learning (reinforcement learning) experiments on the Adobe research cluster.
- Documented performance characteristics of training machine learning experiments on different node types in the Adobe research cluster.

Skills

Languages: Python, Typescript/Javascript

Technologies: Git, Linux, Docker, Postgres, Redis, AWS (Lambda, S3, ECS, EC2, SNS), React, Jira

Education

Sacred Heart University, School of Computer Science & Engineering | August 2021

B.S. Computer Science

Clubs and Organizations: IEEE, ACM