

HUNTER MARTIN

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PROFESSIONAL SUMMARY

Engineering manager with 6+ years building and leading software teams, currently overseeing an engineering group plus ERP, Project Management, ServiceNow, and data functions at Riot Platforms as the company scales from Bitcoin mining into large-scale data center and AI infrastructure. Owns SOX compliance for engineering systems and is driving efforts toward additional SOC attestations, alongside technical strategy, hiring, and architecture across a full-stack background in C#, Python, and modern frontend frameworks.

EXPERIENCE

Riot Platforms | Austin, Texas

Manager of Software Engineering

Jan 2025 – Present

- Lead a cross-functional organization of Software and DevOps/Platform engineers alongside Riot's ERP administration team (ServiceNow, NetSuite, Procore), project management, and data analytics, supporting the company's expansion from Bitcoin mining into large-scale data center and AI infrastructure.
- Set coding standards, run code reviews, and drive system architecture decisions to maintain technical direction across an expanding portfolio of systems spanning mining, data center, and enterprise operations.
- Own SOX compliance for engineering systems, including control design, documentation, and audit coordination, and lead the team's efforts toward additional SOC attestations.
- Own hiring and recruiting strategy for the engineering organization, building out headcount to meet business needs.
- Driving technical teams towards integrating AI assisted coding into the development process, speeding time to delivery and allowing the significant expansion of the team's scope to broader enterprise applications without growing headcount.

Senior Software Developer

Jan 2023 – Jan 2025

- Built software systems to monitor, maintain, and optimize Riot's mining fleet, scaling to support nearly 200,000 miners.
- Led software and automation initiatives implementing Riot's energy strategy, directly supporting company-wide cost optimization.
- Took on expanded ownership of hiring and recruiting to help grow the software engineering team.

Software Developer

Mar 2022 – Jan 2023

- Designed and built software products that helped the company maximize mining revenue and stand up new revenue streams.
- Facilitated scrum rituals (standups, planning, retros) for the software team.

Frogslayer | College Station, Texas

Junior Software Developer → Associate Software Developer

Jun 2019 – Mar 2022

- Delivered full-stack features across web (Angular, Blazor, Razor Pages, C#) and mobile (Xamarin.iOS) platforms for client products, including a store/employee management system and an agriculture-focused workflow application.
- Served as Scrum Master for a 5-person software team, running daily huddles, retrospectives, and product demos.
- Owned key client relationships as primary point of contact for day-to-day communication, status updates, and application support.
- Led a production migration from Razor Pages to Blazor and integrated third-party JWT authentication and GraphQL APIs.

EDUCATION

Texas A&M University – College Station, Texas

Bachelor of Science in Computer Science

Minors: Cybersecurity, Business

FRAMEWORKS & LANGUAGES

Languages: C#, TypeScript, JavaScript, Python, Java, C++, SQL

Frontend: Angular, React, Blazor, Razor Pages

Backend & APIs: ASP.NET, gRPC, GraphQL, REST

Other: .NET Machine Learning Framework