Bryan Aneyro Hernandez

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Summary

Recent Computer Science graduate with a strong foundation in algorithms, data structures, and backend development. Skilled in building scalable web services, REST APIs, and full-stack applications using Java, Python, Node.js, and MongoDB. Proven ability to work in Agile teams, solve complex problems, and deliver production-grade software.
Actively seeking Software Engineer or Backend Developer roles to contribute to innovative, mission-driven teams.

Education

University of Central Florida **Aug. 2021 – May 2025**
Bachelor of Science in Computer Science *GPA: 3.476*

Relevant Coursework

- Data Structures
- Algorithms Analysis
- Senior Design I and II
- OOP Java (*Repository: Java_OOP*)
- Robot Vision (*Repository: Robot-Vision*)
- Enterprise Computing (*Repository: Enterprise-Computing*)
- System Software (*Repository: PL-0-Compiler*)

Projects

PL/0 Compiler | *C, Compiler Design* | *Repository: PL-0-Compiler*
- Collaborated on building a four-module compiler for the PL/0 language targeting a virtual machine.
- Designed and implemented lexical analysis, parsing, and code generation from scratch using C.
- Gained deep understanding of symbol tables, grammar parsing, and runtime environments.

Unearthed Truths | *Java Spring Boot, PostgreSQL, Docker* | *Repository: UnearthedTruths and unearthed-truths-frontend*
- Created a RESTful API to map archaeological discoveries linked to Biblical history, using Spring Boot and PostgreSQL.
- Implemented role-based authentication with Spring Security and JWT for secure admin access.
- Deployed backend using Docker on Render to demonstrate real-world containerized deployment.

Bit by Bryan (Personal Portfolio Website) | *Next.js, Tailwind CSS, React, GSAP* | *Repository: my-portfolio*
- Created a personal portfolio with Next.js and Tailwind CSS to highlight projects and resume; deployed via Vercel.
- Enhanced UX with GSAP and Framer Motion animations and mobile responsiveness.
- Implemented custom carousel for project display and stylized navigation with GooeyNav and BlurText components.

Neural Networks and CNN Training | *Python, PyTorch, Jupyter Notebook* | *Repository: Robot-Vision(project2)*
- Built and trained deep learning models using PyTorch for image classification tasks on MNIST and CIFAR-10 datasets.
- Built and tested shallow and deep neural nets with various architectures and activations.
- Trained CNNs with varied filter sizes and settings; compared learning rates and epochs.
- Visualized loss and accuracy metrics during training to analyze model behavior and effectiveness.

RE-RASSOR: New Arm (Senior Design) | *ROS2, Gazebo, MoveIt2, Python, Ubuntu* | *Repository: FSI-CS-Arm*
- Contributed to the development of a robotic arm with 4 joints for a lunar rover in a year-long senior design project.
- Helped simulate and control robotic motion using Gazebo and MoveIt2, integrating URDF/Xacro robot descriptions.
- Implemented ROS2 nodes in Python and C++ to manage inverse kinematics, joint actuation, and trajectory planning.
- Worked collaboratively within a multidisciplinary team to integrate the arm into a full robotic rover system and validate performance in simulation.

Technical Skills

Languages: Java, Python, C, JavaScript, HTML, CSS
Frameworks / Libraries: Node.js, Express.js, React.js, Next.js, JavaFX, Java Spring, Spring Boot, Tailwind CSS, Bootstrap, PyTorch
Developer Tools: GitHub, VS Code, Postman, Ubuntu, Jupyter Notebook
Backend / DevOps: REST APIs, MongoDB, MySQL, JWT Auth, Vercel
Other: Agile, Scrum, Unit Testing

Certificates

- **ROS2 For Beginners (Level 1, 2, 3)** | *https://www.linkedin.com/in/bryananeyro/details/certifications/*
- **Java Spring Framework 6, Spring Boot 3, Spring Al** | *https://www.linkedin.com/in/bryananeyro/details/certifications/*