Desire Hernandez

Carson, CA | 310-874-5559 | hernandezdesire2025@gmail.com | github.com/DesireHernandez

Education

California State University, Fullerton — Fullerton, CA
Bachelor of Science in Computer Science, GPA: 3.47 — *Graduated: May 2025*

Experience

Google HBCU/HSI Tech Immersion — August 2022
Virtual
- Worked with other Googlers to help us practice and prepare for tech interviews with the language we are most comfortable with.
- Worked on our resume with the Googlers and received information about internships and programs at Google.

Data Science Research Assistant — May 2023 - July 2023
California State University, Fullerton | CIC-PCUBED — *Fullerton, CA*
- Conducted research using data science to predict the risk of diabetes in women by looking at blood glucose levels, age, BMI, and HbA1c.
- Applied Python libraries to analyze and prepare data, modify datasets, and ensure accuracy through model training and testing.

Projects

Smart Vending Machine System | *QT, Figma, C++, QML, JavaScript* — December 2023
- Operated as Requirements Management/Coordinator in this group project, I managed requirements documentation by ensuring alignment between client needs and project goals, resolving gaps, and advocated ongoing communication with the client.
- Contributed to system functionality for customer, management, and restocker interfaces by working together on C++, QML, and JavaScript coding projects.

Hospital Management System | *UML diagrams, GRASP principles, Object-Oriented Design* — May 2024
- Applied Object-Oriented Analysis and Design principles, including UML diagrams, domain modeling, and GRASP principles, to create a robust and scalable architecture and software design.
- Designed system sequence diagrams and developed operation contracts to specify the interactions between system components and external actors.

TuneSwipe, AI Music Recommender | *React Native, SpotifyAPI, Python, Scikit-learn, Supabase, PostgreSQL, Figma*
Senior Capstone Project
| **Team of 4** — May 2025
- Designed and prototyped the app's user interface using Figma, ensuring intuitive navigation and a seamless user experience across screens.
- Collaborated in a team of four to develop a cross-platform mobile app for personalized music discovery using Spotify user data and real-time swiping feedback.
- Developed the swipe feature and interface that enables users to like/dislike songs, artists, or genres, feeding real-time data to the backend.
- Built and trained the recommendation algorithm for the Artists Mode, applying K-Means clustering on Spotify.
- Followed Scrum methodology with standups, bi-weekly sprints, JIRA tracking, and GitHub for version control.

Technical Skills

Languages: Python, C++, SQL, JavaScript, HTML/CSS
Frameworks: React Native
Developer Tools: Git, VS Code, Figma, MongoDB, JIRA, Confluence, MS Office Suite (Word, Excel, PowerPoint) Android Studio, Supabase, Node.js
Libraries: pandas, NumPy, Matplotlib, Scikit-learn
Methodologies: Agile, Scrum
Relevant Coursework: Algorithms, Object-Oriented Programming, Data Structures, Software Engineering, Software Design, File Structure and Database, Artificial Intelligence, Software Process, Applied AI