Francisco Hernández

Full-stack Software Engineer

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Website GitHub

Relevant Experience

Software engineer @ Cognits / partnership with ShareGRO

Sep 2021 – Jan 2023 // Guatemala, Guatemala

- ▷ Worked on the development of customer facing and administrator web applications using HTML, CSS/SASS, TypeScript (React.js) and the Ionic framework
- ▷ Implemented GraphQL API in Node.js project using Express.js and express-graphql to serve queries and mutations for web applications connected using using Apollo Client
- ▷ Built endpoints in GraphQL API and implemented new features to extend back-end functionality in Python based project using Graphene-Python library and Starlette framework
- ▷ Implemented third party integrations for several services like SMS verification, email sending, broker dealer services and financial services in Node.js and Python based projects

Software engineer @ Cognits / partnership with Onramp Invest

Jul 2021 – Sep 2021 // Guatemala, Guatemala

- ▷ Gave support and developed new features to extend user experience functionality in existing front-end projects using JavaScript, Vue.js and CSS
- ▷ Built new endpoints in existing REST API built for data manipulation using FastAPI in Python based project

Software engineer @ Cognits / partnership with Mendix and RLI Corp

Mar 2021 – Sep 2021 // Guatemala, Guatemala

- ▷ Created necessary stylesheets using CSS/Sass to replicate quotation's web system for insurance company using the corresponding brand guidelines coming from Figma designs
- ▷ Developed all the required API integrations in quotation's web system by following the given Swagger REST API documentation using Mendix technology

Freelance Software engineer @ Pragmation

Jul 2021 – Aug 2021 // Guatemala, Guatemala

- ▷ Performed tasks to extend the functionality of online store of mobile airtime
- ▷ Worked on the integration of existing system with Reloadly API to perform actions such as buying mobile airtime with several providers of several countries in Python based project

Teaching assistant @ Galileo University

Jan 2019 – Nov 2022 // Guatemala, Guatemala

- ▷ Developed a college level web system using JavaScript libraries and frameworks which is and has been used in several Computer Science courses by hundreds of users for the administration of class assignments and to provide the students the best possible learning experience
- ▷ Supported students in laboratories building algorithms when teaching them important basic concepts using programming languages
- ▷ Developed and carry out of laboratory activities for 4 different Computer Science courses
- ▷ Developed lessons for and taught a class of over 25 students
- ▷ Implemented teaching guides independently for classrooms of over 25 students

Languages

Spanish
English

Skills

Programming Languages

JavaScript (ES6), TypeScript, HTML, CSS/Sass, GraphQL, Python

Libraries & Frameworks

React.js, Vue.js, Ionic, Storybook, Apollo Client, Bootstrap, MUI, Semantic UI, jQuery, Node.js, Express.js, Next.js, FastAPI, Graphene-Python, Mendix

Tools & Platforms

Git, Heroku, Docker, GCP (Google Compute Engine, Google Storage), AWS (EC2, ECS, ECR, S3, CloudFront), GitHub actions/pages

Design

Figma, InVision

Education

Galileo University

2017 – 2020 // Guatemala, Guatemala

Bachelor of Science in Engineering in Systems, Informatics and Computer Science

Galileo University

2021 – 2022 // Guatemala, Guatemala

Master's degree in Operations Research

Projects

Computer Science Educative Web Platform

Web app built with Node.js, EJS, Bootstrap, Express and MongoDB to manage different assignments, announcements and to provide interactive material for learning programming languages to 6 different classrooms with over 25 students each

Interests

Basketball, play the guitar, play videogames, watch TV shows