

Hernan J. Zavala Yanes

SOFTWARE ENGINEER

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Education

Stony Brook University

Stony Brook, New York

B.S. IN COMPUTER SCIENCE

Jan. 2019- Dec. 2020

- Completed a variety of courses such as Analysis of Algorithms, Advanced Software Engineering, Databases, Computer Networks, etc.

Suffolk County Community College

Selden, New York

ASSOCIATES IN COMPUTER SCIENCE

Aug. 2016- Dec. 2018

Skills

Programming Languages

Python, C, Java, JavaScript, CSS3, HTML5

Libraries/Frameworks

NodeJS, GraphQL, React, Git, MongoDB, Firebase, Bootstrap, Express

Tools

Android Studio, Visual Studio, Eclipse, PyCharm, NetBeans

Languages

English, Spanish

Projects

Muffle App - Music and chat web application - Team leader - Full Stack development.

- Integrated Spotify API to retrieve playlists data and socket-io for real time chat services.
- Developed a welcoming/modern UI design using React to attract new users.
- Deployed latest version on Heroku: <https://muffle-deployment1.herokuapp.com/>.
- Utilized: JavaScript, React, Express, MongoDB, Heroku, Git, Bootstrap

Logo Maker - Logo Design and Customization Tool. - Full Stack Development.

- Developed a web application using React that allows users to design and customize their logos.
- Integrated Passport.js library allowing users to effortlessly log in or register to their own accounts.
- Incorporated MongoDB where credentials and the user's logos would be stored.
- Bootstrap and Materialize were used to present a creative UI and to traverse the app services with ease.
- Utilized: JavaScript, React, Express, MongoDB, GraphQL, Mongoose, Passport.js, Bootstrap, Materialize, Git

Personal News Aggregation Mobile App - Full Stack Development.

- Developed a mobile application using Java and Android Studio to provide informational content to the user.
- Integrated Google's Geolocation API services to obtain relevant weather and current events data.
- Utilized Google Map API to allow the user to browse surrounding area for events as well as registering their own.
- Incorporated Firebase for authentication and to store and sync data between users in realtime.
- Users have access to current and trending videos that were collected via NewsAPI and YouTube API services.
- Developed a customizable UI to allow users to create and design their own profiles.
- Utilized: Java, XML, Retrofit, Firebase, Git, Android Studio

SpaceDog - Web Browser Game - UI/Physics Developer.

- Collaborated in the development of a multiplayer web game using TypeScript.
- Incorporated Phaser 3 framework for robust rendering and physics system.
- Utilized: TypeScript, Phaser 3, Visual Studio, Git, Firebase