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, OCaml, 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

• Team leader in development of music/chat web application.
• It allows for users to create/customize playlists while taking advantage of chat features.
• 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

• Developed a web application using React.js 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

Multi-purpose App

• 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 treding 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

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