Juan René Hernández Sánchez

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EDUCATION

Escuela Superior de Cómputo (ESCOM – IPN)   Graduating in August 2024
B.Sc. In Engineering in Computer Systems (98.6% of credits complete)   *GPA 2.8/4.0*

WORK EXPERIENCE

Laboratorio de Innovación Tecnológica (LIT) de la ESCOM   CDMX, GAM, México
Back-End Developer   *Jan 2022– Dec 2022*
- Proficient in Back-End development using Java and Spring Boot.
- Experienced in the maintenance of relational databases, with a specialization in PostgreSQL.
- Successful track record in tutoring and training new project members.
- Expertise extends to mentoring in Java and Spring Boot.

MAJOR PROJECTS

Web App for medical appointment management   2023
Developed a web application, as my graduation project, that automates and streamlines the creation, management, and scheduling of medical appointments for a private medical practice.
- Implemented the back-end as a RESTful API using Java, Spring Boot, and PostgreSQL;
- Developed the front-end using Angular and TypeScript;
- Conducted testing with freshman students in an introductory programming course.

Game Of Life by *J.H. Conway*   2022
Developed an application for analyzing the collision of structures and particle behavior in the Game of Life.
- Constructed from scratch using Rust;
- Built the scene utilizing the ggez dependency;
- Implemented a collection of various structures and swarms of structures.

Medical Image Segmentation using a Generative Algorithm   2022
Developed an application in Python for analyzing medical images and performing segmentation using a generational heuristic algorithm.
- Employed the Alpine Function to discriminate blank sections;
- Utilized the Minkowsky distance for the segmentation process;
- Implemented tournament selection, One Point Crossover, and genetic mutation to generate new populations.

Corne Keyboard CRKB   2020
Personal Project: Custom Keyboard Building and Programming.
- Constructed a custom keyboard from scratch;
- Modified the firmware, written in C language;
- Implemented a Programming Dvorak key layout modification to meet personal requirements.

SKILLS

PROGRAMMING LANGUAGES

4 years:	Java, C/C++
2 years:	Rust
6 months:	Go, Julia

TECHNOLOGIES

HTML, CSS, Typescript, node.js, SQL, Git, Unix/Bash, JSP, Java Servlets, Spring Boot, Angular, Kotlin, Deno, LaTex, Apache TomCat, PostgreSQL,

LEADERSHIP AND AWARDS

- Google Foobar participant , Google Code Jam and KickStart.
- Teacher of my university Algorithm club helping +100 students each semester for 2 years.
- Teacher of violin in my university Folkloric Music club for 4 years.

ONLINE COURSES

Java Developer - JetBrains Academy (2019).

Algorithm Designer -JetBrains Academy (2020).

Master Angular (formerly "Angular 2") - Udemy (2022).

Java (Beginner, Intermediate, and Advanced) - LIT (2022).

Spring Boot with Java - LIT (2022).

Relational Databases with PostgreSQL - LIT (2022).

TypeScript and Angular 2 - LIT (2022).

Version Control Management (GIT) - LIT (2022).

Cybersecurity Basics (SC-900) - Operación Aleph (June 2023 - Sep 2023).