Jason Hernandez

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CURRENT EDUCATION

B.S Computer Engineering San Jose State University • San Jose, California • 2025 • 3.2 GPA

RELEVANT COURSEWORK

HTML5, CSS, C, C++, Java, Object Oriented Programming, Multivariable Calculus, Discrete Mathematics, Linear Algebra and Differential Equations, Data Structures and Algorithms, Mechanical, Electrical, and Electromagnetism Physics

CORE SKILLS

Software: Microsoft Excel, Eclipse, MATLAB, SOLIDWORKS, VSCODE, Microsoft Office, Arduino
Soft Skills: Bilingual (Spanish), Leadership, Social Adaptation, Hardworking, Creative, Critical Thinking, Communication

PROFESSIONAL EXPERIENCE / PROJECTS

Merchandiser Costco - June 2022 - Present, San Leandro, CA, USA

- Created sales and floors plans with managers to help attract customers, which helped increase the sales of the last quarter by 15%.
- Was a team leader within the merchandising division, which was crucial in developing social skills and critical decision making.

Monthly Sales Program November 2022 - December 2022

- Created an efficient C-based monthly sales analysis tool, employing complex algorithms including bubble sort, to swiftly pinpoint peak and nadir sales values for informed decision-making.
- Implemented various functions, classes and arrays to be able to sort through the 12 months, using logical to find the total sales.
- Established robust file I/O operations within the monthly sales program, enabling seamless data input and output interactions with .txt files for efficient tracking and analysis of sales data.

Autonomous Robot October 2021 - November 2021

- Designed an autonomous robot capable of traveling via object detection sensors such as radar and sonar, while having optimized weight distribution and a motorized arm to grab objects.
- Implemented a coding structure using C++, using algorithms and AI which ensured that navigation was effort while maintaining the most optimal speeds.
- Worked with a team to debug and improve the metal framework of the robot, the technological structure, and the advanced circuity to create the most updated version possible.

Automatic Dog Feeder June 2023 – July 2023

- Developed an automatic dog feeder which dispenses food through either set time intervals from the user, or from motion of a hand through a camera sensor, which sends a signal to rotate motors and dispense food. This device also dispenses water through either time intervals or from the user as well.
- Constructed the framework of the automatic dog feeder through SOLDIWORKS, using precise measurements. Used ARDUINO to code and develop a motion sensor system used to detect any hand motion in order to dispense either water or food.
- Used C++ to code algorithms dedicated to detecting motion sensors, along with setting user interface to allow time intervals for which the dog feeder can dispense dog food.

Personal Website Portfolio June 2023 – July 2023

- Created a Personal Portfolio to demonstrate proficiency in using front end development, such as HTML5, CSS and JavaScript, making a precise and swift website, ensuring aesthetic appeal and functionality.
- Showcased projects, skills, media accounts, and achievements through visually engaging layouts and concise content presentation.
- Demonstrated expertise in UI/UX design by creating an engaging webpage through a friendly user-interface and intuitive navigation.