

Jeffrey Hernandez

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EDUCATION

- **Florida International University** Miami, FL
Bachelor of Science in Computer Science - Graduated *Jan. 2018 – Dec. 2019*
- **University of Central Florida** Orlando, FL
Bachelor of Science in Computer Science - Transferred *Jun. 2012 – Dec. 2017*
- **Relevant Coursework**
Cloud Computing, Multi-threaded Programming, Multi-process Programming, Operating Systems, Computer Networking, Security

PROJECTS

- **Voice-Controlled Virtual Reality App** Course: Senior Project
Full Stack Engineer *Aug. 2019 - Dec. 2019*
 - **Technologies Used:** C#, Java, Unity 3D, Android Studio
 - Architected and implemented a multi-platform VR/360 video player for Windows, Android, and iOS using Unity 3D.
 - Ensured on-time feature delivery by following Agile practices and holding regular Scrum meetings.
 - Implemented speech recognition, VR display settings, file loading, playback control, and corresponding UI elements.
 - Tested and developed Java plugin for Android native file-selection interface using an emulated mobile environment.
- **Multi-Process Matrix Multiplier** Course: Parallel Computing
Backend Engineer *Apr. 2019*
 - **Technologies Used:** C, OpenMPI
 - Developed matrix multiplication program that shares work using a number of parallel processes specified by the user.
 - Decomposed matrix data dynamically into horizontal rows determined by the user-specified number of processes.
 - Maximized efficiency by distributing rows evenly between processes in order to solve sub-problems concurrently.
 - Prevented race conditions and deadlock by organizing the flow of critical data between processes.
- **Text Processing and Drawing Applications** Course: Advanced Windows Programming
Backend Engineer *Aug. 2019 - Dec. 2019*
 - **Technologies Used:** C#, Windows Forms .NET
 - Developed core features for a shape drawing application and a text manipulation application using Windows Forms.
 - Collaborated with multiple small teams remotely over 2-week sprints via Slack and shared Git repositories.
 - Implemented responsive text wrapping, text dragging, and databinding tokenized strings to UI controls.
 - Designed features and UI to make user-drawn shapes' properties editable via a separate menu.
 - Enabled multi-SDI and single-instance interfaces and built controls for multi-window navigation and management.
 - Handled serialization of text and shape properties to be saved and loaded as a custom file type.
- **Automated RuneScape Botting Farm** Personal Project
Backend Engineer *Aug. 2017 - April 2020*
 - **Technologies Used:** Java, AWS, VNC, SSH, PowerBot, RSPeer
 - Authored libraries of scripts and utilities to automate gameplay for the MMORPG "OldSchool Runescape".
 - Contributed to an open-source repository available for public use following a rigorous approval process by admins.
 - Established scalability, ensured efficiency, and enabled remote access via SSH and VNC by deploying on AWS server.
 - Maintained quality and usability by adding and changing features based on user requests and game updates.
 - Evaluated advantages relating to efficiency, simplicity, and detectability for multiple botting clients and APIs.

SKILLS

- **Languages:** Java, C#, C, HTML, CSS, Python, SQL, JavaScript, F#, Assembly, MIPS
- **Technologies:** Amazon Web Services (AWS), Git, .NET Framework, Visual Studio, Android Studio, Unity 3D, OpenMPI, POSIX, Bootstrap, Microsoft Azure, Azure DevOps, Gradle, Kubernetes, Agile/Scrum, CI/CD, Unix, Linux, Windows