

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*

WORK EXPERIENCE

- **Lifeguard** Aquatica, Orlando, FL
Ensured the safety of park guests within the waterways and managed ride dispatch and operations *Sep. 2015 – Sep. 2016*

PROJECTS

- **Spring Boot User Authentication Web App** Personal Project
Full Stack Engineer *Dec. 2021 – Jan. 2022*
 - **Technologies Used:** Java, Spring Boot, Thymeleaf, HTML, CSS, Bootstrap5, SQL
 - Designed SQL database tables to store registered User entities and enabled persistence of database between sessions.
 - Configured web security policies and developed custom validation procedures to allow for secure user authentication.
 - Exposed REST endpoints providing standard C.R.U.D operations for User database entities via HTTP requests.
 - Developed MVC views using the Thymeleaf tag library to leverage Spring security and form data binding features.
- **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.
- **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 “Old School 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, JavaScript, C#, C, HTML, CSS, SQL, XML, Python, F#, Assembly, MIPS

Technologies: Spring Framework, Spring Boot, Amazon Web Services (AWS), React, npm, Maven, Bootstrap, Thymeleaf, MVC, REST, C.R.U.D, .NET Framework, Unity 3D, Eclipse, Visual Studio, Android Studio, Microsoft Azure, Azure DevOps, CI/CD, Git, Gradle, Kubernetes, Unix, Linux, Windows

Relevant Coursework: Agile/Scrum, Cloud Computing, Operating Systems, Computer Networking, Security, Computer Architecture, Algorithms, Multi-threaded Programming, Multi-process Programming