

Jeffrey Hernandez

JeffreyHernandez.dev
github.com/Jeffreyghj

Email : Jeffreyghj@gmail.com
Mobile : +1-954-274-4692

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

- **React Online Card Game** Personal Project
Full Stack Engineer May 2022 - Jul. 2022
 - **Technologies Used:** React, Redux Toolkit, Next.js, Firebase, JavaScript, HTML, CSS
 - Refactored multilevel component prop chains into reactive store slices using reducers via Redux Toolkit.
 - Reduced complexity of component code by creating and utilizing custom hooks to decouple business logic.
 - Migrated create-react-app to Next.js project for leveraging API routes in order to secure API request credentials.
 - Implemented authentication with Firebase to allow users to persist individual account details.
- **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
Software 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.
- **Text Processing and Drawing Applications** Course: Advanced Windows Programming
Backend Engineer Aug. 2019 - Dec. 2019
 - **Technologies Used:** C#, Windows Forms .NET
 - Collaborated with multiple small teams remotely over 2-week sprints via Slack and shared Git repositories.
 - Implemented responsive text wrapping, text dragging, and data binding 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.

SKILLS

Languages: Java, JavaScript, C#, C, HTML, CSS, SQL, XML, Python, F#, Assembly, MIPS

Technologies: React, Redux, Next.js, Spring Framework, Spring Boot, Vue.js, Amazon Web Services (AWS), 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, Kubernetes, Unix, Linux, Windows

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