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 ollowing 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