Jeffrey Hernandez

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EDUCATION

- **Florida International University** — Miami, FL
  Bachelor of Science in Computer Science — Dec. 2019

WORK EXPERIENCE

- **Atlantis.fun** — Freelance, Remote
  Full-Stack Engineer — Oct. 2024 - Jan. 2025
  - **Technologies Used:** Nextjs, JavaScript, CSS, HTML, Node, Express.js, Mongoose, Shadcn
  - Initialized via fork of older project, updated dependencies, removed unneeded packages, optimized build with SWC.
  - Developed a majority of the site components, layout, and UX while ensuring full responsiveness for mobile platforms.
  - Leveraged Shadcn component library, enabled progressive web app features, compiled and hosted dev build on vercel.
  - Implemented editable User and Group profiles with avatar image support, text and image posts, and leaderboards.
  - Benchmarked and improved backend queries. Developed posts and watched tokens features from end to end.

- **Phantasma MMO** — Freelance, Remote
  Software Engineer - Game Development — Jan. 2024 - Jul. 2024
  - **Technologies Used:** Unreal Engine 5, Perforce, Blender, Photoshop
  - Created a draggable and scalable widget wrapper for managing the position and size of any element on the HUD.
  - Implemented a world mapping system and minimap components for displaying and updating player position.
  - Built inventory management system including drag/drop/swap controls with stacking and stack size limits.
  - Added skill leveling, loot drop, and crafting systems along with UI controls for leveling up and crafting items.
  - Ensured proper replication and backend persistence of inventory and XP data between client and server authority.

- **LittleGhosts.io** — Freelance, Remote
  Full-Stack Engineer — Apr. 2023 - Jan. 2024
  - **Technologies Used:** React, JavaScript, CSS, HTML, Python, Node, Express.js, Mongoose
  - Updated styles across site, refactored components, and added routes to support new project features.
  - Expanded 'Inventory' feature to display new assets and cleaned asset metadata to enable filtering and sorting.
  - Installed Python 3.10 on node backed to enable use of a library for ranking digital assets based on trait occurrence.
  - Designed 'Shop' UI with price filtering and item sorting, enabled purchase of items with various cryptocurrencies.
  - Updated user account creation process to include a web3 onboarding step for earning and securing digital assets.

- **Ghostswap.Finance** — Freelance, Remote
  Front-End Engineer — Sep. 2022 - Apr. 2023
  - **Technologies Used:** React, Next.js, Redux, JavaScript, CSS, Tailwind, HTML, Convex, Web3
  - Created UI for a decentralized automated market maker with features that utilize Web3 smart contracts.
  - Developed a cart system leveraging Redux to maintain state of cart items independent of route changes.
  - Formulated algorithms and built controls for automated price updates, item sorting, and item filtering.
  - Built launchpad feature and pool-builder feature for launching new collections and listing assets in 'pools'.
  - Utilized Convex api in order to interact with a smart contract deployed on BnB chain for controlling 'pools'.

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

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
  Front-End 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.

- **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: 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