

Jeffrey Hernandez

Jeff-the-dev.com

github.com/Jeffreyghj

EDUCATION

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

WORK EXPERIENCE

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- **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

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