

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
May 2022 - Jul. 2022
Full Stack Engineer
 - **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
Dec. 2021 - Jan. 2022
Full Stack Engineer
 - **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
Aug. 2019 - Dec. 2019
Software Engineer
 - **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
Aug. 2019 - Dec. 2019
Front-End Engineer
 - **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
Apr. 2019
Backend Engineer
 - **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
Aug. 2017 - April 2020
Backend Engineer
 - **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