

# Jeffrey Hernandez

Jeff-the-dev.com  
github.com/Jeffreyghj

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

## 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

## 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