

# JOSHUA HERNANDEZ

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## Education

### Oregon State University

Expected Graduation: June 2027

Bachelor of Science — Major Computer Science — Minor Artificial Intelligence

Corvallis, OR

- **GPA: 4.0**
- Courses: Applied Machine Learning, Operating Systems, Computer Architecture, Database Systems, Algorithms and Data Structures, Software Engineering

## Work Experience

### Wayhome

August 2025 – Sep 2025

Full Stack Software Engineer Intern

Austin, TX

- Enhanced performance and reliability for an active user base by maintaining and developing features for full-stack web applications using **Ruby on Rails**, **PostgreSQL**, and **Redis**
- Reduced deployment time by **40%** and eliminated production rollbacks by streamlining deployment processes with **Git** and **GitHub Actions** for version control and CI/CD improvements
- Achieved **100% successful imports** to staging and production by migrating the locality system to **PostGIS** using **SQL**, **NoSQL**, **Python**, **Docker**, and **Bash** to refactor pipelines and standardize geospatial data handling

## Projects

### Analytics Dashboard & Data Pipeline | [Grafana Dashboard](#)

C# | .NET | InfluxDB | Grafana

- Automated data processing for **150,000+ daily records** by creating a C#/.NET data pipeline that extracts in-memory data and exports to CSV for **InfluxDB** ingestion
- Scaled system to handle **300+ entities with 99.9% accuracy** by designing InfluxDB architecture with continuous data ingestion, optimized queries, and retention policies
- Developed a **Grafana dashboard** with 100+ time series metrics, aggregated totals, bar charts, and alert gauges for comprehensive system monitoring

### Live Video & Audio Chat Platform | [Source Code](#)

JavaScript | TypeScript | React.js | Node.js | Express.js

- Engineered a real-time communication platform achieving **sub-20ms response times** for 20+ concurrent users per room using **WebRTC** and a RESTful API backend in Node.js
- Delivered seamless audio/video calling and text chat with **95% connection success rates** by integrating **React**, **Socket.IO**, and peer-to-peer architecture
- Reduced disconnection issues by implementing a **presence detection system** with automatic reconnection logic in JavaScript and Socket.IO

### Gaming Plugin Development Framework | [Source Code](#)

C# | .NET | PowerShell | GitHub Actions

- Built custom gaming plugins serving **100+ users** by developing C#/.NET applications with real-time game integration and interactive GUIs
- Developed modding tools to track and visualize progress across **50+ in-game activities**, simplifying complex tasks and improving quality of life
- Integrated automated CI/CD pipelines with **GitHub Actions** and **PowerShell** to manage deployment, testing, and versioning for **5+ plugins**, reducing overhead by 75%

### Social Media Web App | [Source Code](#)

JavaScript | TypeScript | React.js | PostgreSQL | Docker | AWS EC2

- Created a scalable social platform with real-time posts, comments, profile management, and direct messaging using **React** and **TypeScript** for frontend, **Node.js**, **Express.js**, and **PostgreSQL** for backend
- Enhanced security with **JWT-based authentication**, email verification, and rate limiting
- Lowered maintenance overhead by deploying with **Docker** on **AWS EC2** and automating log management with 30-day retention policies

## Technical Skills

**Languages:** JavaScript, TypeScript, C#, C++, Python, SQL, NoSQL, Ruby, HTML, CSS

**Developer Tools:** AWS, Docker, Git, GitHub Actions, PowerShell, CI/CD, Bash, Figma

**Libraries/Frameworks:** React.js, Node.js, Express.js, .NET, Ruby on Rails, PostgreSQL, InfluxDB, MongoDB, Redis, Grafana, WebRTC, Socket.IO