

Joshua Hernandez

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SKILLS

Frontend: React.js, TypeScript, JavaScript, HTML, CSS, Swift

Backend: Node.js, Express.js, FastAPI, C#, C++, Python

Databases: PostgreSQL, MySQL, SQLite

DevOps & Tools: Docker, Kubernetes, AWS, Git, GitHub Actions, CI/CD, PowerShell, Bash

Other: Data Structures & Algorithms, Operating Systems, REST APIs

PERSONAL PROJECTS

Social Media Web App | [Website](#) | [GitHub](#)

June 2025 - Present

Full Stack Development | *React, TypeScript, JavaScript, Node.js, Docker, AWS*

- Developed a full-stack social media platform with 8+ core features, including user authentication, real-time posts and comments, and user profiles, with error handling across 15+ API endpoints.
- Built a secure authentication system with JWT, email verification, and rate limiting.
- Implemented structured logging with auto-cleanup and 30-day retention for observability.
- Deployed containerized application on AWS EC2 using Docker, implementing automated log management with 5+ analysis commands and development-to-production workflows with consistent environment management.

Live Video & Audio Chat Platform | [Website](#) | [GitHub](#)

May 2025

Full Stack Development | *React, JavaScript, Node.js, Socket.IO, WebRTC*

- Engineered a real-time messaging platform with Socket.IO, supporting 20+ users per room and achieving sub-20ms latency with robust presence detection and message broadcasting.
- Designed RESTful APIs handling user auth, room creation, and session state with 10+ endpoints.
- Integrated WebRTC for peer-to-peer audio/video calls alongside live chat and system alerts, ensuring consistent performance and seamless transitions between media streams.

Dalamud Plugin Developer | [GitHub](#)

May 2023 - Present

Game Plugin Development | *C#, .NET, PowerShell, GitHub Actions, JSON/YAML*

- Developed 3 FFXIV automation plugins using C#/.NET framework, implementing real-time game state monitoring and automated decision-making for fishing/gathering activities, serving 100+ active users.
- Built a modular plugin system with cross-plugin integration and interactive GUI overlays, enabling users to create and share custom automation presets, resulting in over 50 community-created configurations.
- Automated plugin distribution pipeline using GitHub Actions and PowerShell, reducing manual deployment time by 80% and managing 4 repositories with scheduled updates and release-triggered deployments.
- Maintained comprehensive documentation and version control, delivering regular feature updates, responsive bug fixes, and detailed user guides to support community adoption and plugin maintenance.

Mobile Weather App | [GitHub](#)

March 2025

iOS Mobile Development | *Swift, Python, FastAPI*

- Built a SwiftUI weather app with dynamic city search and interactive forecast views, supporting all global time zones.
- Implemented a 30-minute caching system to reduce API calls and improve performance
- Developed comprehensive weather forecasting with hourly predictions and 10-day extended forecasts

EDUCATION

Austin Community College

August 2023 - May 2025

Associate of Applied Science, Computer Science

Austin, TX

- **Coursework:** Data Structures and Algorithms, Network Systems, Operating Systems, Computer Architecture
- **Leadership:** Teaching Assistant & Peer Tutor for 40+ students each semester.

Oregon State University

Expected Graduation May 2027

Bachelor of Science, Computer Science