

JOHN PAOLO HERNANDEZ

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Professional Summary

- A current CalStateLA student who pursues a BS degree in Computer Science.
- Interested in working for an organization as a Software Engineer/Developer.

Skills

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|---|---------------------------|
| • Interpersonal and written communication | • Python |
| • Software/Web Development | • Java |
| • Documentation | • C++ |
| • Basic Machine Learning | • React.js / React Native |
| • Troubleshooting and debugging | • GitHub |

Education

California State University, Los Angeles – Los Angeles, CA

Bachelor of Science in Computer Science – 2025

- Dean's list (2020)
- GPA: 3.3

Pasadena City College – Pasadena, CA

Associate of Arts in Engineering and Technology – 2020

Associate of Arts in Natural Sciences – 2020

- GPA: 3.3

Project Experience

Chess Engine with AI

September 2022 – December 2022

- Visualized the chess board GUI using Java Swing and Java AWT GUI frameworks.
- Applied the movements of chess pieces.
- Developed the AI patterns of the opponent in a game of chess using Java methods.

Website Portfolio

May 2022 – August 2022

- Used HTML, CSS, and JavaScript to create a responsive, personal website.
- Implemented the backend using Django and managed a simple database with SQLite.
- Learned how to organize the project's progress using GitHub.

Mobile App: Grocery List

March 2022 – May 2022

- Built a simple grocery list mobile app that adds, deletes, checks, and unchecks items in a list.
- Designed the app structure using the React Native Framework.
- Practiced searching and reading through 3rd party libraries such as LottieView, Ionicons, and Swiper