

Vince Hernandez

619-734-8024 | vince.parras.hernandez@gmail.com | github.com/TheMrVince | linkedin.com/in/vince-hernandez1221

EDUCATION

San Diego State University

San Diego, CA

Bachelor of Science, Computer Science

August 2020 - May 2024

- Computer Organization, Programming Languages, Data Structures, Algorithms, Machine Learning, Wireless Networks

CodePath

Remote

iOS Development course

September 2023 - November 2023 (ongoing)

- Will explore topics such as View Controllers, model-view-controller architecture (MVC), data modeling, error handling and developing engaging User Interfaces (UI)

TECHNICAL SKILLS

Technical /Computer Skills: Python, Java, C++, C#, C, R, CSS, HTML, JavaScript, WPF, MIPS

Developer Tools: VS Code, Eclipse, Git, Jupyter, ServiceNow, SVN, Visual Studio, Xcode

PROFESSIONAL EXPERIENCE

IT User Services Help Desk Analyst Student Assistant

August 2022 - present

San Diego State University

San Diego, CA

- Guided faculty and staff in setting up and troubleshooting email issues, coordinated and helped support service requests, and processed ServiceNow tickets for IT support requests.
- Answered general technical questions via walk-up, phone, email, and ServiceNow ticketing.
- Maintained accurate documentation and assisted in workstation support and various projects needed.

Software Engineering Intern / Co-op

May 2023 - August 2023

Northrop Grumman

San Diego, CA

- Developed Mission System's C2PC Windows Desktop Application using Windows Presentation Foundation (WPF) UI framework and C# language to deliver a seamless and intuitive user interface.
- Utilized MFC (Microsoft Foundation Classes) in C++ to design and implement C2PC's Injector software application, leveraging its framework to create a user-friendly and feature-rich solution.
- Contributed to Agile/Scrum software development, delivering quality results on time through iterative methods.

Leadership Development Program Intern

January 2022 - May 2022

Ripplematch

San Diego, CA

- Selected from thousands of applicants to collaborate closely with RippleMatch's Leadership Team.
- Employed diverse growth strategies and tools to expand campus user base and awareness.
- Strategically assessed growth and performance metrics to improve, change, and/or help design new growth strategies.

PROJECTS

Portfolio Website

October 2023

- A custom portfolio website using HTML and CSS to create and style a parallax illusion.
- Created and imported most animated assets in ProCreate to help label sections, along with moving features.

Whale Trail

August 2022

- A Flappy Bird inspired game where a whale flies through clouds using Python and Pygame.
- Uses custom self-created assets along with custom self-made sounds.

Weather App

June 2022

- A Weather app made using ReactJS and openweathermap.api to tell the weather of any country or city.
- Tell the month, date, and temperature in celsius.

Drink Your Water

May 2022

- A Google Chrome extension that reminds the user to drink water every hour using HTML, CSS, and JS.
- Displays the time, day of the week, and month, then alerts the users every hour to drink water.

Browser Memory Game

March 2022

- A browser game that tests the memorization of the user using HTML, CSS, and JS.
- Reveals a pattern for the user to play back, increasing in difficulty after each successful playback.