CHRISTOPHER LOGAN HERNANDEZ

Edmonton, AB. | 250 858 9453 | christopherlogan2000@outlook.com
Portfolio Website: https://portfoliowebsitechristopher.netlify.app
GitHub: https://github.com/Thunder117

EDUCATION

Diploma in Information and Computer Systems Technology
School of Trades and Technology, Camosun College, Victoria, BC.
Graduated: August 2022

- **Capstone Project:** Developed a Python application for Canada's National Forest Information System to convert hand-drawn forest maps into geospatial vector data. Automated polygon drawing based on coordinate data, reducing manual processing time by 80%. Collaborated with a three-member team to meet client requirements and delivered the project on time.
- **Relevant Coursework:** Mobile App Development, Web Applications, Web Services, Web Scripting, Database Systems Management, Algorithms and Data Structure.

TECHNICAL SKILLS

- **Programming Languages**: JavaScript, C#, JSX, Python, C++.
- **Front-End**: React, React Native (with Expo), HTML, CSS (Mobile Design).
- **Back-End**: Node.js, Express.js.
- **Database**: MongoDB, SQL.
- **Version Control**: Git, GitHub.
- **APIs**: RESTful APIs.
- **Tools**: Visual Studio, VS Code.

PERSONAL PROJECTS

Book Club App
Live site: bookclubplus.netlify.app
Technologies: React, JSX, Node.js, MongoDB, Tailwind CSS, JWT, GitHub.
Developed a web application that allows users to create book clubs, invite others, and manage reading lists.

- **User Authentication:** Secure login and registration using JWT.
- **Responsive UI Design:** Intuitive interface optimized for both mobile and desktop devices, ensuring seamless navigation.
- **Book Club Management:** Users can create and manage book clubs, including adding and removing members.

Portfolio Website
Live site: portfoliowebsitechristopher.netlify.app
Technologies: HTML, CSS, JavaScript, GitHub.
Designed and developed a personal portfolio website to showcase my projects and skills, enhancing my online presence.

- **Responsive Design:** Implemented techniques using HTML and CSS to ensure optimal viewing experiences on both desktop and mobile devices.
- **Smooth Navigation:** Created an intuitive layout with clear navigation, improving user experience and accessibility.

Roguelike Unity Game

Technologies: Unity, C#, Aseprite (Pixel Art), GitHub.

Developing a 2D roguelike game using Unity and C#, focusing on procedural generation and dynamic combat systems. Currently refining gameplay mechanics to prepare for future testing and release.

- **Procedural Generation:** Implementing algorithms to create unique levels and environments, enhancing replayability.
- **Dynamic Combat Systems:** Designing combat mechanics that adapt to player strategies, providing a challenging experience.
- **Pixel Art Aesthetics:** Utilizing Aseprite to create vibrant pixel art visuals.

ADDITIONAL EXPERIENCE & TRAINING

- **Cloud Computing:** Currently learning AWS Lambda and planning to achieve AWS certification to deepen expertise in cloud services and enhance technical capabilities in cloud-based solutions.
- **Full-Stack Development:** Completed comprehensive Udemy courses on full-stack development with a focus on the MERN stack (MongoDB, Express.js, React, Node.js), and applied these skills to create and refine personal projects, enhancing proficiency in modern web technologies and end-to-end application development.
- **Language Skills:** Fluent in English and Spanish; currently learning Italian to expand communication skills and adapt to diverse environments.

WORK EXPERIENCE

Produce Clerk

Thrifty Foods, Victoria, BC.

June 2022 - August 2024

- Recognized with a Service Recognition Letter for exceptional customer service and problem-solving skills in a high-traffic environment. Additionally, trained new employees, ensuring they were well-versed in store procedures and customer service standards.
- Collaborated with a team of 5 members to optimize product display, improving inventory management and reducing restocking time by 25%.
- Applied analytical skills to resolve stock discrepancies, demonstrating attention to detail and organizational skills that align with software testing and debugging processes.

INTERESTS

- **Game Development:** I'm passionate about game development and am currently focused on personal projects using Unity and C#. I enjoy experimenting with different gameplay mechanics and design elements to create engaging and dynamic experiences.
- **Tech Interests:** I enjoy exploring new programming languages, frameworks, and emerging technologies like AI. I stay curious and keep learning to continuously expand my technical skills and stay up-to-date with industry trends.
- **Books and Gaming:** I find joy in reading and playing video games, which helps spark my creativity and problem-solving abilities. Both interests provide me with fresh perspectives and innovative ideas.