CHRISTOPHER LOGAN HERNANDEZ

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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 automate the conversion of hand-drawn forest maps into geospatial vector data, reducing manual processing time by 80%. Collaborated with a three-member team to meet client requirements and deliver 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, JSX, C#, C++, Python.
- **Front-End**: React, React Native, HTML, CSS, Tailwind.
- **Back-End**: Node.js, Express.js, JWT, RESTful APIs.
- **Database**: MongoDB, SQL.
- **Version Control**: Git, GitHub.
- **Tools**: Visual Studio, VS Code.

PERSONAL PROJECTS

Book Club App
Live site: bookclubplus.netlify.app
Technologies: React, JavaScript, JSX, Node.js, Express, MongoDB, Tailwind CSS, JWT.

- **RESTful API Integration:** Built and integrated RESTful API endpoints for user management, book club operations, and secure data handling, ensuring efficient data flow and scalability.
- **Design Patterns:** Employed design patterns to create a maintainable and scalable code structure, facilitating clear data handling between frontend and backend.
- **Responsive UI Design:** Developed an intuitive interface optimized for both mobile and desktop, ensuring smooth and accessible navigation.

Portfolio Website
Live site: portfoliowebsitechristopher.netlify.app
Technologies: HTML, CSS, JavaScript.

- **Responsive Design:** Implemented HTML and CSS techniques for optimal viewing across devices.
- **Smooth Navigation:** Crafted an intuitive layout with clear navigation to enhance user experience and accessibility.

Unity Game

Technologies: Unity, C#, Aseprite.

- **Interactive Game Components:** Created modular, interactive elements using C# for an organized game structure.
- **Dynamic Combat Systems:** Designed adaptable combat mechanics to respond to player strategies, providing a challenging experience.
- **Pixel Art Aesthetics:** Developed 32-bit pixel art visuals in Aseprite for an immersive, cohesive aesthetic.

ADDITIONAL EXPERIENCE & TRAINING

- **Full-Stack Development:** Completed Udemy courses on full-stack development focusing on the MERN stack (MongoDB, Express.js, React, Node.js). Applied these skills in personal projects.
- **Cloud Computing:** Currently advancing AWS skills with plans to achieve AWS certification to strengthen my cloud based applications.
- **Language Skills:** Fluent in English and Spanish; currently learning Italian.

WORK EXPERIENCE

Produce Clerk

Thrifty Foods, Victoria, BC.

June 2022 - August 2024

- Received a Service Recognition Letter for outstanding customer service and problem-solving skills.
- Trained new employees in store procedures and customer service standards.
- Collaborated with a team of five 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, valuable in software testing and debugging.

INTERESTS

- **Game Development:** Actively working on personal projects with Unity and C#, exploring gameplay mechanics and design elements for engaging experiences.
- **Tech Interests:** Enjoys learning new programming languages, frameworks, and AI advancements.
- **Books and Gaming:** I find joy in reading and gaming, which helps me with creativity and problem-solving abilities.