CHRISTOPHER LOGAN HERNANDEZ

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Portfolio Website: https://portfoliowebsitechristopher.netlify.app

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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 | *Personal Project*
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.
- Built the front-end using **React (JSX)** with **Tailwind CSS**, providing a responsive and user-friendly interface for desktop and mobile users.
- Managed the back-end with **Node.js** to handle server-side logic and API requests, including secure user authentication and session management using **JWT**, and stored book club data in **MongoDB**.

Roguelike Unity Game | *Personal Project*
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 the game for future testing and release.
- Created all visual assets using pixel art in **Aseprite**, ensuring a cohesive and unique visual style for the game.
- Implemented player controls, enemy AI, and procedural level generation, showcasing proficiency in game development.

Portfolio Website | *Personal Project*
Technologies: *HTML, CSS, JavaScript, GitHub.*
- Designed and developed a personal portfolio website to showcase my projects and skills, enhancing my online presence.
- Implemented responsive design techniques using **HTML** and **CSS**, ensuring optimal viewing experiences on both desktop and mobile devices.
- Utilized **JavaScript** to add interactive elements and improve user engagement, highlighting my technical capabilities and project achievements.

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.