Brian Hernandez

Computer Science

Personal Information

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LinkedIn
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GitHub
https://github.com/bhern154

U.S. Citizen | Los Angeles, CA
Male | Latino

Programming Languages

- Java
- Python
- C++
- Kotlin

- HTML
- CSS
- JavaScript

- SQL

Technical Skills

- Microsoft Office
- Photoshop
- Illustrator
- Premiere Pro
- Digital Design
- Google Sites
- Android Dev
- iPhone Dev
- Selenium
- Spanish

Education

Bachelor of Science in Computer Science	Fall 2016 - Spring 2021
California State University, Los Angeles	**GPA**: 3.61
Graduated Honors **Cum Laude**	

Awards and Scholarships

Award	Deans List	Fall 2016, 2018, 2019, 2020 & Spring 2020, 2021
Scholarship	TELACU	Fall 2019 - Spring 2021
Scholarship	EOP	Fall 2016 - Spring 2019

Experience

AT&T/CSULA - Senior Design Team Lead — Fall 2020 - Spring 2021
Network Video KPIs Emulator (NVKE) Web Application for AT&T
- Led a team of 8 students to create a web-based Network Video KPI Emulator for AT&T
- Created weekly plans to meet the liaisons' requirements, needs, and schedule
- Quality Assurance Lead, analyzed data weekly using simple techniques in Excel & Google Sheets
- NVKE is a research tool designed to help users collect valuable key performance indicators (KPIs) such as the video start time, rebuffering ratio, average bitrate, and many more. Our tool also enables users to throttle the network to any desired bandwidth.

Student-Instructor Leader for STEP Program — Summer 2017, 2018, 2019
CSULA College of Engineering, Computer Science, and Technology (ECST)
- Tutored trigonometry and pre-calculus courses in the Summer Transition to ECST Program
- Managed a workshop of 35-40 freshmen students by lecturing, tutoring, and grading students
- Created and assigned class materials including homework, quizzes, and exams
- Mentored students during their transition from high school to college by giving them personal advice to adjust and succeed in college and help them build relationships with their academic advisors, faculty, and peers

ACM/CSULA - Project Manager — Fall 2018 - Spring 2019
Arduino Car Project & Portfolio Website Project for ACM
- Designed and led bi-weekly workshops to teach students to assemble and program an Arduino car using C++. The code was used to automate the car through a course (Fall 2018 project)
- Designed and led bi-weekly workshops to teach students how to create and host a portfolio website from scratch using HTML, CSS, JavaScript, and a custom domain (Spring 2019 project)

SHPE/CSULA - Board Member — Fall 2017 - Spring 2018
Outreach Committee Lead and Freshman Representative for SHPE
- Outreach Committee Lead - Designed creative bi-weekly activities to keep members interested and active in our workshops, resulting in doubled club attendance doubled that year
- Freshman Representative - Attended club rush events and classrooms to invite ECST students to join our club

FRC/ELAC - Team Mentor — Fall 2016 - Spring 2018
First Robotics Competition Mentor for Team 5765
- Learned basic mechanical, electrical, and programming skills to help a high school team build robots to compete in the yearly international First Robotics Competition (FRC)

Projects

Apple Music Player - Web Application with Apple API — Spring 2020
- Website that uses Apple Music API to search their Apple's database and use it as a music player

Weather Buddy - Android Application with Weather API — Fall 2019
- A unique weather app created for Android using Kotlin and a weather API

S.O.R.S. - Windows/Mac Application — Fall 2018
- Application that autonomously organizes and sorts a group of files into their appropriate folders