Brandon Jesús Hernández Herrera

Software Engineer

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Education

Computer Systems Engineering, B.S. | Superior School of Computer Sciences (ESCOM IPN) ☐ Related coursework: Data structures and algorithms, Operative Systems, OOP, Relational databases with Oracle, Algorithm analysis.

Graduating in December 2023

CGPA 87 out of 100 (3.5/4)

 $\textbf{IT, Technical Degree} \mid \textbf{Center of Technological Bachelorship, Jaime Keller Torres}$

Related coursework: OOP with Java, MySQL Databases, Web development.

Aug. 2016 - July 2019

CGPA 94 out of 100 (3.8/4)

Experience

Software Engineer | Cuautitlan Faculty of Higher Studies (FESC Cuautitlan, UNAM) C Feb. – June 2019 | Cuautitlan, State of Mexico, MX

- Deployed an application management system for the computer equipment of the computer rooms of the faculty. (Java and Firebase)
- Automated tracking and measurement of faculty-student activity to know which programs are used the most.
- Improved the maintenance of computer equipment through usage reports focusing on the most used applications, reducing maintenance time from 1 week to 3 days.

Software Engineer (Full Stack) | Prof. Antonio Gutierrez Library

Apr. - May 2018 | Huehuetoca, State of Mexico, MX

- Implemented a library attendance management system for check-in and check-out control. (Java and SQLite)
- The control of the stay was optimized through the recording of data and statistics to know the periods of greatest affluence, thus
 avoiding the loss of data.
- Updated the user stay monitoring system in the library, improving the user experience and reducing registration time.

Projects

Sites □ - Android application to discover nearby tourist sites

July 2018 - May 2019

Created an Android application with Native Development in Java to query the nearby tourist sites by getting the data from the Google Maps API and using Firebase to save the data.

Poshmark - E-commerce android app

Oct. 2018 - July 2019

• E-commerce application made in Java for mobile devices, developed a version for the administrator and another for the client, Firebase was used to store the data to store the data in non-relational databases.

Extracurricular

- IBM Student Advocate : Training and mentoring program on different technology topics such as Data Science, Artificial Intelligence, Cybersecurity, Cloud, Java, DevOps, etc.
- IBM zSystems Student Ambassador ☐: Leadership program in mainframe technology to promote IBM zSystems on campus by showcasing IBM zSystems mainframe technology.

Awards

- Semifinalist in Talent Hackathon @ Home ☐
- Participant in PoliHacks 2022 ☐
- 1st place in "CUA App Innovación" contest
- 30th out of 40 in the 2022 Annual programming contest "Donald Knuth" at ESCOM

Skills

Programming Languages: Proficient (3 years or more): Java, Python 3, Intermediate (About 2 years): Kotlin, SQL, JavaScript, C / C++, Beginner (1 year or less): Dart

Technologies: **Proficient** (3 years or more): Git, GitHub, Linux, MySQL, Oracle; **Intermediate** (About 2 years): HTML5, CSS3, Figma, Adobe XD; **Beginner** (1 year or less): Firebase, Flutter, React JS, Django

Certifications

Azure AZ-900 ☐: Certification to validate the level of basic knowledge of Azure cloud services.