








Brandon Jesús Hernández Herrera

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EDUCATION

Instituto Politécnico Nacional (IPN) | Superior School of Computer Sciences (ESCOM)  Graduating in June 2024
CGPA 87 out of 100 (3.5/4)
Computer Systems Engineering, B.S.
Related coursework: Data structures and algorithms, Operative Systems, OOP, Relational databases with Oracle, Algorithm analysis.

EXPERIENCE


Informatics Internship | Cuautitlan Faculty of Higher Studies (FESC Cuautitlan, UNAM)  February – June 2019 | Mexico State

- Implemented an application management system for computer equipment in the faculty's computer rooms, resulting in streamlined equipment management processes.
- Automated tracking and measurement of faculty-student activity to identify the most frequently used programs, enabling data-driven decision-making and resource allocation.
- Improved the maintenance of computer equipment by generating usage reports that focused on the most frequently used applications.


Informatics Internship | Prof. Antonio Gutierrez Library April – May 2018 | Mexico State

- Developed and implemented an efficient attendance management system for the library, enabling seamless check-in and check-out control.
- Optimized stay tracking by registering visitor demographic data, facilitating statistical analysis, and providing insights into peak periods of attendance while preventing data loss through digital registration.

PROJECTS


Gallery  - Multimedia gallery application for Android November 2022

- Designed and developed a media gallery application for Android devices using Kotlin.
- Implemented intuitive media file management features, empowering users to effortlessly view, organize, and share their media files with ease.
- Leveraged native Android libraries to optimize performance, ensuring smooth and responsive media browsing and playback for enhanced user experience.


Sites  - Android application to discover nearby tourist sites July 2018 – May 2019

- Developed an Android application that simplifies the exploration of nearby tourist sites.
- Utilized the Google Places API to enable real-time retrieval of nearby tourist sites, enhancing the application's functionality and providing users with up-to-date information.



EXTRACURRICULAR

Google Developer Student Club ESCOM IPN 

- Participated as a speaker at the Hacktoberfest event giving a workshop on “How to create your first pull request”
- Actively contributed to the organization and promotion of club events, enhancing participation and engagement among club members and the broader student community.
- Taught an Android course centered on Jetpack Compose, which allowed students to gain hands-on knowledge and practical experience in the latest Android UI toolkit and the Kotlin programming language.

IBM zSystems Student Ambassador : Leadership program to promote IBM zSystems on campus by showcasing IBM zSystems technology. Obtained badges through learning on the ZXplore platform, participated as an organizer and speaker at events.

AWARDS

- 30th out of 40 in the 2022 Annual programming contest “Donald Knuth” at ESCOM
- Participant in PoliHacks 2022 
- Semifinalist in Talent Hackathon @ Home  among 938 participants.
- 1st place in the android app development contest “CUA App Innovación”

SKILLS

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

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