





Brandon Jesús Hernández Herrera

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EDUCATION

Instituto Politécnico Nacional (IPN) | Superior School of Computer Sciences (ESCOM) September 2020 – June 2024
Computer Systems Engineering, B.S. CGPA 89 out of 100
Related coursework: Data structures and algorithms, Operative Systems, Object Oriented Programming, Databases, Algorithm analysis, Distributed systems, Theory of Computation, Software Engineering, Machine Learning.

EXPERIENCE

Software Engineer | Encora August 2024 – Present

- Contribute as a Software Engineer within Encora's Mexico Delivery Unit, delivering cross-project support on billable engineering work across client engagements.

Android Engineer | Telly December 2024 – December 2025

- Developed and implemented new features across React Native and Kotlin for an Android TV application.
- Maintained existing application features to ensure reliable functionality and alignment with product expectations.
- Built automated workflows to update configurations in the app widget using Python and GitHub actions.


Software Engineer Intern | Encora August 2024 – November 2024

- Designed and built a full-stack task management web application using Java + Spring Boot on the backend and React, TypeScript, and Tailwind CSS on the frontend.
- Developed a flight search web application integrating the Amadeus API, implementing backend services with Spring Boot (Java) and a frontend with React JS and TypeScript.


Level 3 Support Engineer – Edify Developer | Citibanamex July 2024 – December 2024

- Analyzed and resolved incidents in Citi's enterprise banking platform (BancaNet Empresarial) by developing and implementing fixes through the Edify platform, ensuring minimal disruption to banking services and operational efficiency.


MAJOR PROJECTS

Meteora  – Weather application for Android April 2023 – Present

- Trained a random forest model using historical weather data for Mexico City, obtaining predictions with more than 60% accuracy over a range of up to 6 months.
- Designed and developed a mobile application using Jetpack compose through the MVVM architecture, implementing the OpenWeather API to show current weather conditions and the Google Maps API to show available weather maps.


Rutzo  – Web3 game in Vara Network June 2023 – Present


- Architected and implemented the user interface and components for the project using React JS with Typescript, emphasizing a seamless and immersive user experience.

Gallery  - Multimedia gallery application for Android November 2022 - Present


- Incorporated the Media Store API to retrieve user media and incorporated an optimized algorithm for loading data in chunks which improved the application's speed and responsiveness by 70%.

LEADERSHIP / VOLUNTEERING

Notion Campus Leader : Leadership program to share, teach Notion effectively, and build strong campus communities through the creation of events and workshops on different technology topics.

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" which attracted over 40 attendees, encouraging them to make their initial contributions to open-source projects.
- 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 [Z Xplore platform](#), participated as an organizer and speaker at IBM Z events.

AWARDS

- 3rd place in HackMéxico 2024 by AngelHack
- 3rd place, of 20 teams in Mega Hackathon Mexico 2023 by Vara Network
- 30th out of 40 in the 2022 Annual programming contest "Donald Knuth" at ESCOM

SKILLS

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

Technologies: Proficient (3 years or more): Git, GitHub, Linux, SQL, HTML5, CSS3; Intermediate (About 2 years): Microsoft Azure, Google Cloud Platform, Jetpack Compose, React Native, React JS, Firebase, Figma; Beginner (1 year or less): Django, Flutter.