

Cristina Hernandez



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cristinahh



Los Angeles, CA

JUNIOR SOFTWARE ENGINEER

Objective

Senior Computer Science student with strong analytical skills with completed coursework in data structures, algorithms, and databases. Eager to dive into the software engineering field to apply diverse skill set and passion for technology.

Education

BS Computer Science

Jan '23 - May '25

California State University, Fullerton

Fullerton

AS Mathematics

Jan '20 - Jan '22

Glendale Community College

Glendale

Skills

Programming Languages: C++ | Java | C# | Python | HTML5 | CSS | JavaScript | SQL |

Tools: Microsoft Visual Studio Code, XCode, Unity, Raspberry Pi, Windows, Mac OS, Linux, Jupyter Notebook, MySQL

Soft Skills: Adaptability, communication, leadership, problem-solving, time management, self-motivated, teamwork, organization

Course Work

- Data Structures | Algorithms | Software Engineering | Video Game Development | Mobile Development | Linear Algebra | Statistics

Projects

Jan '24 - Dec '24

Portfolio Web Application

- Improved code quality, and **streamlined version control processes** for Web Application Development projects by seamlessly integrating Replit, Github, and MySQL
- Crafted applications leveraging **FLASK, Python, HTML, CSS, and SQL** to enhance data retrieval efficiency and introduce interactive data filtering functionalities

Jan '24 - Dec '24

Object Detection Web Application

- Contributed to a web app development project with a 3-member team, integrating an image recognition model using **Tensorflow Object Detection API and Jupyter Notebook**, leading to a significant 30% accuracy boost
- Enhanced website functionality by 30% through utilization of Python, HTML, CSS, and Javascript, **culminating in the creation of interactive data visualizations**

Dont Trip Potato Chip 2-D Platformer Video Game

Oct '23 - Dec '23

- Developed and executed a Game Development Project and Unity-based Application utilizing GitHub for version control and Unity with **C# programming language**, leading to improved product quality and enhanced collaboration
- Collaborated with 1 partner to create a 4 scene fully functional 2D arcade style video game.

Jan '22 - Dec '22

Raspberry Pi- Motion Detecting Notification

- Enabled SMS message transmission to cell phones using Python with Twilio API, **seamlessly integrated with Raspberry Pi**, and activated by a button click
- Designed and implemented a comprehensive alerting system project utilizing **Raspberry Pi, Twilio API, and IFTTT** for seamless hardware and software integration

Leadership & Research

Jan '23 - Present

K-16 Buddy Scholarship | Mentor

- Provide mentorship to a cohort of 5 students experiencing challenges in lower division computer science courses. Facilitated student success by offering academic support, resulting in a **0.5 point increase in GPA** and a 20% boost in student retention