

# Fernando Winfield Murillo

Location Seattle, WA

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Website, LinkedIn, GitHub at <https://fernandowinfield.github.io>

## Education

**NORTHEASTERN UNIVERSITY** - Seattle, WA

Expected: December 2020

Master of Science in Computer Science | GPA 4.0

- Relevant coursework: Discrete Math and Data Structures, Computer Systems, Algorithms, Foundations of Computer Science, Object Oriented Design, UI Development.  
In progress (Fall 2019): Database Management Systems, Machine Learning

**MCDANIEL COLLEGE** - Westminster, MD

May 2017

Bachelor of Arts in Exercise Science | GPA 3.9

## Technical Proficiencies

**PROGRAMMING LANGUAGES:** Python | Java | JavaScript | C | HTML | CSS

**SOFTWARE AND FRAMEWORKS:** Git & GitHub | ReactJS | Redux | Cloud Firestore | Bootstrap | Apache Maven

## Projects

**BASKETBALL COURT FINDER SOCIAL NETWORK APP**

2019

- Built a responsive and accessible user interface with ReactJS and Redux. Styling made with CSS.
- Implemented user account creation, login, court search, and players check-in features using NodeJS and Firebase's authentication service.
- Integrated a database into the app to store user and courts data using Firebase NoSQL database service.
- Deployed the web application's user interface and server with Heroku.

**SUPERMARKET INVENTORY SYSTEM**

2019

- Designed a backend interface with Java to manage the inventory operations of a supermarket.
- Integrated the inventory portion of the system with the shopping cart and checkout features developed by the rest of my team.
- Wrote unit tests using JUnit to achieve code test coverage of 90%.
- Managed the project using Apache Maven and Git.

**MINI PAC-MAN GAME**

2018

- Created the game's user interface using Processing, a Python-based programming platform.
- Traced Pac-Man's movement based on the user's input using a graph and implemented the ghost's chasing mechanics by applying a shortest path algorithm.

## Experience

**NORTHEASTERN UNIVERSITY** - Seattle, WA

January - May 2019

Graduate Teaching Assistant

- Guided 30+ students with little to no prior programming experience to complete the Foundations in Computer Science (CS) course and move on to more advanced courses by teaching them CS fundamentals such as data types, data structures, loops, functions, object oriented programming basics, and recursion.
- Led the class recitations in collaboration with the team of TAs to help students build various programs and projects.

**US FITNESS HOLDINGS LLC** - Washington DC Metro Area

June 2017 - June 2018

Performance, Strength and Conditioning Coach

- Trained 5 sport teams and 200+ athletes (ranging from elementary school to professional level) through resistance, speed, and sport specific skill exercises, improving their max effort lifts, 30-yard dash, and vertical jump scores.
- Trained 200+ adults through resistance and conditioning exercises, improving their strength, movement quality, and body composition.