

# Nicole Hernandez

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## Education

### Georgia Institute of Technology | Atlanta, GA

January 2022 – December 2024

Bachelor of Science in Computer Science, GPA 3.66

Dean's List

- Relevant Coursework: Object Oriented Programming, Data Structures & Algorithms, Computer Organization & Programming, Discrete Math, Design & Analysis of Algorithms (*ongoing*), Systems & Networks (*ongoing*)

### Georgia Southern University | Statesboro, GA

Graduated December 2019

Bachelor of Science in Civil Engineering, GPA 3.97

Summa Cum Laude

## Experience

### The Home Depot - OrangeWorks

August 2022 – December 2022

Software Engineer Intern

Atlanta, GA

- Used ROS to analyze LiDAR data obtained from a robotic quadruped scanning different distribution centers.
- Utilized Figma to create prototypes to present to stakeholders and developers at the end the design sprint.
- Created automation scripts in Python for both infrastructure and test cases.

### Electrical Engineering Senior Capstone Project

February 2021 – April 2021

Technical Advisor

Statesboro, GA

- Assisted in the configuration and setup of a Raspberry Pi for remote SSH access and proper firewall rules.
- Motivated the group to take it a step further and enable remote access to their web app through DDNS setup.
- Guided the students on network security best practices required for the project implementation.

### Cardano Blockchain (self-employed)

July 2020 – November 2020

Stake Pool Operator

Remote

- Managed three stake pool nodes on Google Cloud Platform with over \$3.5M in combined staked assets.
- Applied DevOps skills establishing a safe & reliable connection from the relay nodes to the rest of the blockchain.
- Generated all sensitive files in an air-gapped offline machine and stored them in a 256-bit AES encrypted device.
- Gained exposure to the Cardano CLI, Linux OS (Ubuntu) CLI, and git version control.

### Georgia Department of Transportation

February 2020 – December 2021

Civil Engineer 2 – Preconstruction, Design

Atlanta, GA

- Led the design of two bridge replacement projects from creation to final submission to clients and stakeholders.
- Developed prioritization skills to make the best possible decision to deliver results above company standards.
- Analyzed problems by evaluating information and resources; developed effective, viable solutions to problems.

## Projects

### Game Suite | C#, Unity

July 2022

- Designed and developed a Unity application consisting of 5 games: Peg Solitaire, 2048, 8 Puzzle, Flappy Bird, RPS.
- Created scenes, game objects, scripts, prefabs, and animations as required, maintaining proper file organization.
- Implemented 2-week long sprints agile methodology and applied project management using ZenHub for GitHub.
- Followed SOLID and GRASP principles as well as design patterns during the development process.

### Jordle | Java, JavaFX

April 2022

- Developed a playable Java Wordle UI to progressively guess a random 5-letter word correctly.
- Defined an inner class which overrides a KeyEvent handler whenever the user releases a key.
- Utilized lambda expressions to handle the key events from user input.

## Skills

**Programming Languages:** Java, Python, C#, C, JavaScript, HTML5, CSS3

**Technologies:** ROS Rolling, GitHub, Figma, Jira, Miro, LiDAR, MicroStation

**Platforms:** Linux (Ubuntu), Oracle VirtualBox, Unity

**Hardware:** Raspberry Pi, Quadruped Robot, RoboSense

**Languages:** Spanish (native), English (fluent), Japanese (intermediate), Italian (beginner)