

Nicole Hernandez

Atlanta, GA | (912) 541-1768 | g.nicole@gatech.edu | <https://gnicoleh.github.io> | Permanent Resident

Education

Georgia Institute of Technology | Atlanta, GA

Bachelor of Science in Computer Science, GPA 3.66

January 2022 – December 2024

Dean's List

Relevant Coursework: Introduction to Object Oriented Programming, Data Structures & Algorithms

Georgia Southern University | Statesboro, GA

Bachelor of Science in Civil Engineering, GPA 3.97

Graduated December 2019

Summa Cum Laude

Experience

The Home Depot - OrangeWorks

Software Engineer Intern – Part-time

August 2022 – Present

Atlanta, GA

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

Electrical Engineering Senior Capstone Project

Technical Advisor

February 2021 – April 2021

Statesboro, GA

- Assisted in the configuration and setup of a Raspberry Pi for remote SSH access and proper firewall rules.
- Guided in the DDNS setup to access the web app from outside the local network, enabling remote access.
- Provided guidance on network security best practices for the project implementation.

Cardano Blockchain (self-employed)

Stake Pool Operator

July 2020 – November 2020

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

Civil Engineer 2 – Preconstruction, Design

February 2020 – December 2021

Atlanta, GA

- Following GDOT's Standards, designed bridge replacement PFPR & FFPR plan sheets for the assigned projects.
- Decided the location for the construction best management practices for each project and detailed its stages.
- 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#, JavaScript, Node.js, HTML5, CSS3

Technologies: ROS Rolling, Bootstrap, GitHub, Figma, LiDAR, MicroStation

Platforms: Linux (Ubuntu), Oracle VirtualBox, Unity

Hardware: Raspberry Pi, Quadruped Robot

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