

Nicole Hernandez

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Education

Georgia Institute of Technology | Atlanta, GA

January 2022 – December 2024

Bachelor of Science in Computer Science, GPA 3.64

Dean's List

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

Georgia Southern University | Statesboro, GA

Graduated December 2019

Bachelor of Science in Civil Engineering, GPA 3.97

Summa Cum Laude

Experience

Amazon Robotics AI

May 2023 – Present

Software Development Engineer Intern

Nashville, TN

- Developing computer vision technologies using Python and Amazon's version of Robot Operating System (ROS).
- Designing, implementing, and testing vision-based algorithms to improve the performance of robotic systems.

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.

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.
- Generated 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 bridge replacement projects from concept to final submission and presented to 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 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#

Technologies: ROS, Git, 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)