

Heather Hernandez

Atlanta, GA | (678) 818-8006 | heatherah64@gmail.com
heatherah64.github.io | linkedin.com/in/heatherah64 | github.com/heatherah64

Education

Georgia Institute of Technology — BS, Computer Science, 3.9 GPA Aug. 2022 - May 2025

Notable Coursework: Object-Oriented Programming, Data Structures and Algorithms for Applications, Computer Organization and Programming, Objects and Design, Information Visualization, Design and Analysis of Algorithms, Databases

Starr's Mill High School — High School Diploma, Honor Graduate Aug. 2018 - May 2022

Rank 3/330, GPA: 4.0 unweighted, 4.5 weighted

Experience

Android Mobile Apps Intern — Dexcom May. 2024 - present

- Built easily customizable app components in Jetpack Compose that are used across client apps.
- Developed custom accessibility features targeted toward low-vision users for complex app components.
- Improved screen reader user experience by facilitating intuitive screen navigation.
- Integrated newer app components into client app, replacing bulky legacy code.
- Collaborated with UI/UX designers to achieve a viable product with a desirable user experience.
- Participated in code reviews and collaborated closely with junior and senior developers.

Electronic ARTrium Project — Visual Art and Design Team Co-lead Aug. 2023 - present

- Wrote C# and Python scripts to play sounds and animated cutscenes during gameplay.
- Implemented TCP communication of game event cues between Unity, Python programs, and Arduinos.
- Coordinated integration of game events via TCP/IP networking within multidisciplinary team.
- Created team's semester schedule to ensure consistent progress and sufficient time to meet deadlines.

Android Mobile Game Project — 2D Dungeon Crawler Aug. 2023 - Dec. 2023

- Implemented Agile methodology to the team's workflow to keep up with project deadlines.
 - Defined a responsive user interface layout that updates during game play using XML.
 - Implemented enemy movements and attacks with synchronous visual representations in Java.
 - Created a leaderboard that updates after each playthrough of the game in Java.
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Leadership

Undergraduate Teaching Assistant — Georgia Tech College of Computing Jan. 2024 - May 2024

- Created targeted problems for recitations based on lectures and assessments for the computer organization and programming course.
- Conducted twice-weekly recitations to engage students and encourage practice with lecture material.
- Answered student questions on course material and solved technical issues during both in-person office hours and virtually through online discussion board.

Fundraising Director — Georgia Tech Filipino Student Association Sep. 2022 - May 2023

- Planned and executed monthly fundraisers that engaged members and financed the end-of-year culture show, which had an estimated attendance of 300.
 - Increased fundraiser participation by focusing on target audience and increased projected profit by 100%.
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Skills

Programming: Java, C, Assembly, Javascript, d3.js, HTML/CSS, C#, MySQL, Python, Kotlin
Project Management: Agile, Git