

# Steven Hernandez

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## SUMMARY

A software engineer with entry-level experience specializing in full stack development. Including expertise in TypeScript, React, SQL, and Agile software development. Committed to building high-quality user Interfaces and backend API's. Passionate about learning emerging technologies and continuously expanding technical knowledge.

## EDUCATION

**Bachelor of Business Administration**, Baruch College

January 2020 – December 2022

Graduated, Computer Information Systems. | Relevant Coursework: Python, Project Management, Relational Databases, SQL.

**Bachelor of Science**, State University of New York at New Paltz

August 2017 – December 2019

Completed 56 credits, Computer Science. | Relevant Coursework: Java, Object Oriented Programing, Data Structures, Algorithms.

## SKILLS

**Technical Skills:** JavaScript | TypeScript | Python | Java | SQL | Supabase | PostgreSQL | Restful API | React | NextJS | HTML | CSS | Tailwind | Redux | Git | Jest | Jira | Agile Software Development | Azure | TeamCity | CLI | Unix | VSCode

## EXPERIENCE

**Software Engineer Intern**

June 2022 – August 2022

Publicis Media

New York, NY

- Contributed more than 500 lines of code as a member of an Agile development team.
- Improved initial load performance of React page by over 25% by pre-processing over 100,000 lines of data.
- Enhanced code maintainability through refactoring and creation of modular, well-tested React functional components.
- Utilized in-house React components from Storybook to implement new features on the front end.

**Software Engineer Intern**

January 2019 – May 2019

Cliffhound

Gardiner, NY

- Developed a user-friendly product configurator that enables customers to customize products and view real-time updates of the product's appearance.
- Achieved a ~40% reduction in data migration time, by automating the migration process and migrating data directly to WiX databases using Python.
- Overhauled the website by adding interactivity using JavaScript increasing user retention by 10%.

## PROJECTS

**Battlezone**

[\(Try It\)](#)

- Built an esports tournament platform enabling users to easily create and join tournaments using NextJS, Supabase, and Tailwind.
- Utilized Zustand for effective state management and persisting data on the client, which prevents the user from losing data when reloading the page.

**Pathfinding Visualizer**

[\(Try It\)](#)

- Developed a tool for visualizing common search algorithms (e.g., BFS and DFS) on a 2D matrix using React.
- Users can place and remove walls to observe how algorithms adapts to obstructions.