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Joshua Elijah Hernandez

Aspiring Web Developer

Portfolio: joshua-hernandez.netlify.app
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SKILLS

- **Languages:** HTML5, CSS3, JavaScript
- **Front-end:** React.js, Redux
- **Back-end:** Node.js, Express.js
- **Database:** PostgreSQL
- **Cloud Platforms:** Heroku, Netlify
- **Tools:** Git, Github, Visual Studio Code

PERSONAL PROJECTS

Smart Brain - Zero to Mastery

<https://jedchernandez.github.io/smart-brain/>

Dev Environment: *React, HTML, CSS, ES6+, NodeJS, ExpressJS, Git, GitHub, PostgreSQL*

- Designed a responsive website using React that features an image recognition API which detects and creates a border around a face.
- Created a server using Node.js and Express.js which let users sign in or register a new account.
- Built a database using PostgreSQL that interacts with the server and stores all the user information.
- Deployed the server and database using Heroku, and used Github to deploy the website.

RoboFriends - Zero to Mastery

<https://jedchernandez.github.io/robofriends/>

Dev Environment: *React, HTML, CSS, ES6+, Git, GitHub*

- Created a responsive website using React.
- Designed robot friends to have randomly created names and contact information using an API.
- Built the search field to let users filter out an existing friend.
- Deployed the website using Github.

Fox Game

<https://jedchernandez.github.io/fox-game/>

Dev Environment: *HTML, CSS, JavaScript, ES6+, Git, GitHub*

- Created a game app that lets users take care of a fox pet using HTML, CSS, and JavaScript
- Designed the fox to cycle through different states where it gets hungry and needs to get fed; it poops and needs to get cleaned; it dies when not taken care of; it sleeps after a certain time has passed; and the idle state when it is sunny or rainy.
- Built buttons to allow users to feed or clean the fox, and to change the day to be sunny or rainy.
- Deployed the website using Github.

Feed A Mole Game

<https://jedchernandez.github.io/feed-a-mole-game/>

Dev Environment: *HTML, CSS, JavaScript, ES6+, Git, GitHub*

- Created a game app that lets users feed moles with worms using HTML, CSS, and JavaScript
- Designed the moles to randomly appear from the holes to get fed. They cycle through different states: hungry, sad, leaving, and satisfied.
- Built a worm scoring system that allowed users to keep track of how many times they have to feed the moles. Once the worm is fully complete (10 points), the users win and get a huge satisfied mole picture.
- Deployed the website using Github.

EDUCATION

Ryerson University

September 2014 – June 2019

Bachelor of Engineering in Aerospace

INTERESTS

Gaming, Guitar/Drums Playing, Table Tennis, Cooking