

Jesus Hernandez

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Profile Summary

Detail-oriented Software Developer with a Bachelor of Science in Information Technology, with a concentration in Programming & Software Development. Experienced in developing scalable, high-performance applications and enhancing system functionality. Skilled in applying analytical thinking to resolve technical challenges and optimize processes. Adept at collaborating with cross-functional teams to meet project objectives and deliver quality solutions. Focused on writing clean, maintainable code and continuously improving development practices. Committed to building reliable software that supports business goals and user needs. Passionate about technology, innovation and turning ideas into robust, user-friendly software solutions.

Education

Purdue University Global Bachelor of Science, Information Technology – Programming & Software Development Competent Skills	2021 – 2024
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Software Development | Software Development Life Cycle | Code Optimization | System Analysis | Debugging & Troubleshooting | Agile Methodologies | Unit & Integration Testing | Version Control | Database Design | Cross-Functional Team Collaboration | Technical Documentation

Technical Tools

Languages/Frameworks: HTML 5, CSS, JavaScript, Bootstrap, Tailwind CSS, Three.js, Python, React
Design/Tool builds: Adobe Suite; Microsoft 365 (including Microsoft Access), Visio, Figma, Vite, Webpack
Version Control/Platforms: Git, GitHub, Visual Studio Code, Brackets
Database/ERP: Database SQL, Microsoft Dynamics GP (Great Planes), Avionte Bold and Classic

Work Experience

Front-End Software Developer – Access Code Programming, Remote	Mar 2024 – Apr 2025
<ul style="list-style-type: none">Designed and deployed responsive web applications using HTML5, CSS3, JavaScript, Bootstrap, and Tailwind CSS, ensuring WCAG-compliant accessibility, mobile optimization, and cross-browser compatibility.Built interactive UI components and real-time features with JavaScript and Three.js, enhancing user engagement and improving page responsiveness across multiple client-facing platforms.Collaborated in Agile development teams using Git, GitHub, and Visual Studio Code to manage version control, conduct code reviews, and support continuous integration workflows.Integrated design prototypes from Figma and Adobe XD into functional applications, aligning front-end architecture with back-end systems and maintaining consistency across user interfaces.Utilized Microsoft Access, SQL, and Visio to create relational database models and data flow diagrams supporting application logic, process automation, and system scalability.	
Accounts Payable Specialist – Sure Staff, Itasca, IL	May 2023 – Apr 2025
<ul style="list-style-type: none">Processed and reconciled accounts payable and receivable transactions, issued invoices, executed ACH, wire, and check payments, and implemented positive pay protocols to prevent fraud.	
Front-End Software Developer – PGI Tech, Remote	Feb 2023 – May 2023
<ul style="list-style-type: none">Learned hands-on experience in writing clean, efficient code, collaborating within an Agile team, and developing a front-end website for a team, providing onboarding resources, and optimizing user experience.Developed a front-end website for PGI Tech using HTML, CSS, JavaScript and React, incorporating onboarding resources, expectations, and procedures while ensuring responsive design and cross-browser compatibility for seamless navigation.Created and integrated test and submittal forms, linking them to the backend database using API calls, streamlining data management, and enhancing website functionality for real-time updates and improved user interaction.	
Front-End Developer – Nucamp, Remote	Dec 2022 – Feb 2023
<ul style="list-style-type: none">Developed responsive websites from scratch using HTML5, CSS, and JavaScript, ensuring cross-browser compatibility, SEO optimization, and adherence to client specifications and layouts.Gained hands-on experience in coding, debugging, and website functionality, applying industry best practices in front-end development, version control, and user interface (UI) design.Earned Front-End Certification by completing an intensive boot camp, demonstrating proficiency in web design, client communication, coding standards, and implementing tailored features to enhance user experience (UX).	

Projects

Access Code Programming: Front-End Projects
<ul style="list-style-type: none">Developed and rendered realistic 3D models and environments using advanced techniques, including texture mapping, dynamic lighting, and real-time shadows to optimize user experience and visual quality, ensuring scalability and performance.Collaborated with clients to design and implement immersive 3D front-end web experiences using Three.js, adhering to Agile methodologies, and delivering interactive, high-performance applications directly in the browser to meet business goals.Applied cutting-edge 3D visualization techniques and tools to produce interactive, visually compelling web-based solutions, optimizing code quality, debugging issues, and improving system performance for seamless user engagement and functionality.