Johan Hernandez

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SKILLS

- **Languages**: Java, Javascript, CSS, HTML, Python, R, SQL
- **Frameworks / Libraries:** JavaFX, React, Next.js, TailwindCSS
- **Soft Skills**: Quality assurance, Spanish (native), leadership, communication
- **Certifications**: Foundations of Leadership (NSLS)

EDUCATION

Bachelor of Science (B.S.); Computer Science and Systems   **June 2025**
University of Washington   *GPA: 3.9*

- Object Oriented Programming
- Programming Practicum (Intro to SWE)
- Data Structures
- HUSCII Developer Club
- Dean's List Honoree
- National Society of Leadership and Success

EXPERIENCE

Quality Assurance Administrator   **July 2023–Current**
Pacific Propeller International LLC   *Kent, WA*

- Assist in the implementation of process controls, inspection standards, etc. to ensure adherence with applicable Federal Regulations
- Responsible for reviewing and updating the Quality Management System to ensure all documents and technical data is available, in the correct format, and up to date
- Ensure quality of work order packets worth up to $3 million per fiscal quarter

PROJECTS

Portfolio | *React, Next.js, TailwindCSS*

- Created a simple yet beautiful portfolio website containing details on projects that I have completed and projects that are in progress
- Used Next.js scripts and GitHub Pages to deploy and host on a custom domain

Projection | *JavaFX, SQLite, CSS*

- Desktop application to help users keep track of tasks to complete their projects
- Local SQLite database allows users to effortlessly save their projects and progress towards completion of their tasks
- GUI is organized to easily create tasks and projects, along with charts to display progress towards project completion

Tetris Clone | *Java*

- Complete Tetris clone with main menu, fully functioning gameplay, and various customizable GUI elements
- Implemented a Model View Controller file structure to communicate front end and back-end code
- Utilized GitHub to collaborate with other students to meet sprint deadlines and communicate with each other

Maze Solver | *Java*

- This console-based application takes in a two-dimensional maze and uses an algorithm to find the exit for the maze
- Uses recursive backtracking to show what paths the program took before finding the exit