

Kian Hernando

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EDUCATION

California State University, Bakersfield

Bachelor's Degree in Computer Science, Minor in Japanese

Bakersfield, CA

Aug 2020 – Dec 2026

RELEVANT COURSEWORK

- Data Structures
- Software Engineering
- Algorithm Analysis
- Database Systems
- Advanced Web Programming
- Application Development
- Linux Administration
- Discrete Structures
- Operating Systems

EXPERIENCE

UI/UX Designer and Web Developer

July 2025 – Present

FWD: Dynamics

Bakersfield, CA

- Design and develop responsive websites and applications, focusing on promoting digital equity for **over 230** schools across Kern County.
- Collaborate in a team of **15+** developers, designers, and administrators to ship websites and applications.
- Contribute to the up-cycling of **1,000+** computers, enabling access to education for low-income schools and communities.
- Help develop tools and resources for Computer Science and STEM-related learning, contributing to a **50% boost** in student enrollment to tech-related programs.

Instructional Student Assistant

Jan 2025 – Present

California State University, Bakersfield

Bakersfield, CA

- Introduce the fundamentals of **Object-Oriented Programming (OOP)** and **Procedural Programming** to over **50+** students.
- Guide students through data structures, algorithms, and coding styles with practical laboratory assignments, contributing to a **5-10%** improvement in grades and knowledge.
- Produce **C++** coding assignments for **2** lab sections, focusing on real-world applications.
- Teach foundational and advanced **Linux system administration** skills—including shell scripting, command-line tools (**vi**, **sed**, **make**, **gdb**)—through weekly hands-on labs and lectures.

PROJECTS

Janken – A One-Handed Journey | C++, OpenGL, X11

- Co-developed an automatic role-playing combat game, implementing dynamic sprite rendering and programming engaging visuals using OpenGL, contributing over **1,500+** lines of code.
- Designed over **10** dynamic functions, focusing on image and sprite generation, to enhance visuals and gameplay.
- Developed player and enemy classes, creating a modular system for combat and game logic, ensuring smooth interaction and seamless progression in the game.

TCG Pack Opener | React, HTML, CSS, JavaScript, Supabase, SQL, PokeAPI

- Co-developed a web-based Pokémon Trading Card Game Opener app that integrates with a third-party API, enabling the generation of over **1,000+** unique Pokémon cards, each with distinct attributes and visual designs.
- Implemented dynamic card generation logic, ensuring a variety of attributes for each card, such as types, abilities, and stats, enhancing user engagement and replay value.
- Integrated a user authentication system using Supabase and SQL, allowing users to automatically save their collected cards and potentially amass over **10,000** unique cards, each with different Pokémon and abilities.

Cook It Up | Expo, React Native, Typescript, OpenAI

- Developed a mobile app that leverages OpenAI's API libraries to generate personalized recipes based on an *infinite* number of user-inputted ingredients, dietary restrictions, and preferences.
- Implemented a dynamic recipe generator that adapts to user inputs, ensuring recipes are tailored to a variety of dietary needs.
- Created a step-by-step recipe guide within the app, providing users with clear and easy-to-follow instructions for preparing dishes, accessible to cooks of all skill levels.

TECHNICAL SKILLS

Coding Languages: C, C++, Python, Java, HTML/CSS, Javascript, Typescript, SQL, PHP

Developer Tools: Git, Visual Studio Code, IntelliJ, Vim, Linux

Frameworks: Express, React, Expo, Astro, Flask, React Native

Skills: Communication, Customer Service, Collaboration, Teachability, Time Management