

Konrad Hernandez

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Recent Computer Science graduate with a passion for innovative technology and software development. Eager to leverage skills in web and mobile development, to contribute effectively in a dynamic and collaborative environment.

Education

California State University, Long Beach

- *Bachelor of Science in Computer Science, Minor in Mathematics*
- Relevant Courses: Algorithms, Data Structures, Object Oriented Programming, Software Engineering, Databases
- Association for Computing Machinery, Google Student Developer Club

Work Experience

Web Developer | ASI Communications Inc. | March 2021 - May 2023

- Spearheaded collaborative efforts within a dynamic team to meticulously maintain, manage, and enhance functionality across three websites, ensuring optimal user experience.
- Innovatively revamped User Interfaces (UI) of new web pages utilizing a blend of HTML, CSS, JavaScript, and React, resulting in a notable increase in customer engagement and views using PHP framework.
- Took a crucial part in implementing work directives, promptly addressing necessary alterations on websites while upholding quality and functionality.
- Contributed to a significant enhancement in completed work order efficiency by implementing streamlined processes, resulting in a 10% increase in overall productivity.

Technical Skills

Front End: HTML, CSS, JavaScript, TailwindCSS, React, React Native, Next, C#, TypeScript, Framer Motion, React Three Fiber, THREE.js

Server Side: Node.js, Java, C++, Python, Google Cloud Platform

Database: Firebase, SQL, PostgreSQL, NoSQL, Google Cloud

Developer Tools: Git, GitHub, Unity, Blender, Python, Expo, Amazon Web Service: EC2, S3, Google Cloud, PHP, REST, Linux, Visual Studio Code

Workflow: Agile, Scrum

Projects

PickUp | Apr/2024 - Present | Web Food Application | [GitHub](#)

Technology: Next.js, React, Vercel, PostgreSQL, CSS, TailwindCSS, TypeScript, HTML

Description: PickUp is a web application that allows users to browse a list of restaurants, view menus, and place orders for pickup. Restaurant owners can add their restaurants and manage their menus.

Implementation: Developed the frontend using Next.js and React, ensuring a dynamic and responsive user interface. Utilized a serverless PostgreSQL database for efficient and scalable data management. Deployed the application on Vercel for seamless hosting and continuous integration.

Portfolio | May 2023 - Present | Web Portfolio Application | [GitHub](#) | [View Site](#)

Technology: REACT, HTML, CSS, JavaScript, React Three Fiber, Framer, API

Description: Developed a personal portfolio website using the React framework. Integrated Framer for animations and React Three Fiber for rendering 3D models. Employed a React grid system to ensure a responsive and adaptive layout across various devices. Deployed the website using GitHub Pages for seamless hosting and easy updates.

FoodDood | Sep/2022 - May/2023 | Mobile Food Application | [GitHub](#)

Technology: React Native, TypeScript, FireBase, Expo, TailwindCSS, Python

Description: FoodDood is a mobile application that combines the concept of Tinder-swiping with selecting something to eat.

Implementation: Developed frontend components using React Native and TypeScript, ensuring a smooth and responsive user interface. Employed Expo for cross-platform development, optimizing app performance across various devices. Implemented swipe gestures and animation logic, enhancing user experience and engagement. Led the team as scrum master hosting weekly meetings to discuss accomplished and future tasks in order to keep the team communicating while also streamlining workflow.

Key-Logger | Sep/2022 - Nov/2022 | Key-Logger Concept Malware | [GitHub](#)

Technology: Python, Flask, REST API, HTML, JavaScript

Description: Designed and implemented a keylogger malware project with Python-based keylogger, Flask server with REST API endpoints, and HTML page for keystroke visualization, facilitating cross-platform deployment through PyInstaller.

Stick | Nov/2021 - Nov/2022 | Unity 2D Indie Game | [GitHub](#) | [View Project Gameplay](#)

Technology: Unity Engine, C#, Spine, Blender, .NET

Description: 2D Platformer. Play through different levels with the goal of getting to the door in each level before time runs out and without dying. Inspiration from Mario and N Flash game.

Implementation: Designed and implemented core gameplay mechanics, including player movement, collision detection, and scoring system. Integrated Spine for character animations, enhancing visual appeal and interactivity.