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, Winter 2023*
  Minor in Mathematics
- Relevant Courses: Algorithms, Data Structures, Computer Security 1 & 2, Networks and Network Security, Machine Learning, Object Oriented Programming, Software Engineering, Databases

Work Experience

Sales Representative | Essentia Water
- Led a dynamic team of 5 individuals to significantly enhance shelf presence and drive sales of Essentia water in the highly competitive South Bay/LA market.
- Collaborated closely with sales representatives to implement effective display strategies, resulting in noticeable increases in product visibility and customer engagement.
- Played a pivotal role in the sales process by actively engaging with clients and customers on a daily basis, fostering strong relationships and ensuring their needs were met.

Web Developer | ASI Communications Inc.
- 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.
- 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, C#, TypeScript, Framer Motion
Server Side: Node.js, Java, C++(ESP32), Python, Google Cloud
Database: Firebase, PostgreSQL, NoSQL, Google Cloud
Developer Tools: Git, GitHub, Unity, Blender, Python
Deployment: Expo, Amazon Web Service: EC2, S3, Google Cloud

Projects

Stick | Unity 2D Indie Game| [GitHub](#) | [View Project Gameplay](#)
Technology: Unity Engine, C#, Spine, Blender
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.

FooDood | Mobile Food Application | [GitHub](#)
Technology: React Native, TypeScript, FireBase, Expo, TailwindCSS, Python
Description: FooDood 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.

Jarvis | Home IOT System | [GitHub](#)
Technology: C++, Python, API
Description: Jarvis is a voice-controlled Home System and server, similar to Alexa, engineered to control third-party and custom-made IOT devices around my room and coded in python.
Implementation: Designed and implemented the speech recognition module and server to send commands and interpret voice commands using a Python server, allowing seamless interaction with the system. Used the esp32 module to create a low cost api server to send data and receive commands for custom iot devices.

Clubs and Activities

- Association for Computing Machinery - Actively participated in organizing coding competitions and workshops aimed at enhancing coding skills among peers.