

# MARCUS HERNANDEZ

Phone: (562) 279-3457  
Email: [mar.hernandez010@gmail.com](mailto:mar.hernandez010@gmail.com)  
GitHub: <https://github.com/marc-hern>  
LinkedIn: <https://linkedin.com/in/marc-hern>  
Portfolio: <https://marc-hern.github.io/>

## Objective

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Computer Science student with extensive experience in machine learning and data processing and analytics, mobile application development, and web-based application development. Seeking opportunities to develop personally and to work collaboratively in a professional environment.

## Technical Skills

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- Prog. Languages: Python (proficient), Java (Proficient), JavaScript (Proficient), HTML/CSS (Proficient)
- Database: SQL, NoSQL, MongoDB
- IDE: Jupyter Notebook, AngularJS, Node.js, Android Studio
- Systems: Git, Windows, Linux

## Project Experience

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### **Predictive Analytics in IMDB Dataset** – Bellflower, CA

- Preprocessing of data to reduce dimensionality size and narrow scope, used matplotlib to stylize and organize graphs with corresponding data, OneHotEncoding to convert categorical data to numeric.
- Implemented logistic regression, KNN, Decision Tree, AdaBoost, and RandomForest classifiers.

### **MySQL Database Trivia Web Application** – Los Angeles, CA – September 2016 – May 2017

- Implemented MVC approach to web-based application utilizing MySQL database to store and retrieve trivia questions.
- Leveraged Sessions to ensure multiple users should be able to play at the same time.

### **Photometric Walkthrough Mobile Application (Project Lead)** – Los Angeles, CA – September 2016 – May 2017

- Developed mobile application to make use of .IES files, specialized lighting files, for interior design projects.
- Worked as project lead by delegating work and ensuring completion regardless of member, researched and incorporated .IES files to main project.
- Created specialized data structure to hold dynamic information.

### **Object Recognition in Images (Project Lead)** – Los Angeles, CA – January 2017 – May 2017

- Recognized specialized patterns with live data stream from small rovers and identify specific objects within images.
- Used TensorFlow to aide rovers in autonomous navigation, used ANN, CNN, and SVM to categorize images based on their content.

## Education

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**Bachelor of Science in Computer Science** – California State University Los Angeles – Los Angeles, CA  
September 2014 – July 2017

Courses Completed:

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| • Advanced Topics in Data Science (CS 5661) | • Current Trends in Web Design (CS 4220) |
| • Introduction to Data Science (CS 4661)    | • Mobile and Cloud Computing (CS 454)    |
| • Swarm Robotics (EE 4540)                  | • 3D Computer Game Programming (CS 454)  |