Marcelo Hernandez

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Education

Florida International University, BS in Computer Science

Aug 2024 - May 2027

- Relevant Coursework: Programming I & II, Data Structures & Algorithms, Object-Oriented Programming
- Activities: Break Through Tech, INIT, ColorStack, Society of Hispanic Professional Engineers (SHPE)

Google Tech Exchange, Technical Program

Jan 2025 - May 2025

- Selected from 1,500+ candidates to receive technical interviews and system architecture/software engineering coaching
- Courses: Algorithm & System Design, Introduction to Software Engineering, and Careers in Tech

Skills

Languages: Java, JavaScript, TypeScript, Python, Golang, Rust, C/C++, Bash, SQL

Technologies: React, NextJS, Vercel, Git, GitHub Actions, Linux, Azure DevOps, Vim, Streamlit, BigQuery, WordPress

Experience

Florida International University

June 2025 - Present

KFSCIS Student Assistant

- Contributing to expanding computer science education to **hundreds of students** by coordinating workshop facilities and curriculum development for Code.org, Break Through Tech, and more organizations' initiatives.
- Redesign and maintain low-to-high traffic websites utilizing WordPress showcasing our work and offering contact avenues.

KBR, Inc. May 5th - May 23rd 2025

Software Engineering Intern

- **Designed and implemented** a conversion mechanism for J1708 vehicle diagnostic messages to the ASAM MDF 4 format using C++ intended to run on a large-scale embedded device, in a **team of five software engineers**.
- Established a CI/CD pipeline on the Azure DevOps cloud platform for automated testing and enforcing formatting.
- Worked swiftly and effectively in a few week long sprint internship hosted in collaboration with **Break Through Tech**

Miami Dade College Feb 2023 – Aug 2025

Computer Science Tutor

- Coached over 100 students on implementing data structures and creating projects using Java, C/C++, SQL, and Python.
- Increased students' GPA by 20% and significantly increased classroom participation rates across multiple subjects.

Competitions and Challenges

NASA Lunabotics Challenge 2025, FIU Panther Robotics

github.com/FIU-Lunabotics/FIU-Luna0

• Developed a client-server architecture in Python for a lunar rover in a team of 15+ people, for real-time communication between an operator's inputs and the rover.

ICPC 2022 USA Southeast Regional, MDC CyberSharks

• Won silver medal in Division 2 with my group of 3 teammates, solving the proposed challenges using Java and Python.

Projects

atmpt - Rust, Github CI, Command-Line

github.com/marcelohdez/atmpt

- Create and open temporary coding projects in your editor, leading to a decrease in time-to-code by 40%.
- Implemented CI/CD pipeline with GitHub Actions for automated testing and deployment.

Define4Me - Java, MVC, JSON, REST API

github.com/marcelohdez/Define4Me

- Built a dictionary application using Java and MVC architecture that leverages the Free Dictionary API to define words.
- Implemented JSON parsing to efficiently process API responses and present definitions in a user-friendly format.

Bedroom - Java, Swing API, Data Visualization

github.com/marcelohdez/bedroom

- Zero-dependency Java application for call center agents to track their orders with interactive data visualization.
- Implemented customizable UI and shortcuts, improving productivity and reducing manual calculations.