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:** Society of Hispanic Professional Engineers (SHPE), INIT Technology Club

Google Tech Exchange, *Technical Program*   Jan 2025 - May 2025
- **Selected from 200+ candidates** for this competitive immersive technical training program including technical interviewing, system architecture, software engineering, and professional networking
- **Courses:** Algorithms & System Design, Introduction to Software Engineering, Careers in Tech

Experience

Computer Science Tutor, *Miami Dade College*   Feb 2023 – Present
- Coached **100+ students** on implementing data structures and creating projects using Java, C/C++, SQL, and Python
- Collaborated with a team of **10+ tutors** to deliver comprehensive support across multiple programming languages
- **Increased students' GPA by 20%** and significantly boosted classroom participation rates

Competitions and Challenges

NASA Lunabotics Challenge 2025, as part of *FIU Panther Robotics*   github.com/FIU-Lunabotics/FIU-Luna0

Developed **client-server architecture** for a lunar rover with **a team of 15+ people**, adding real-time controller communication between a remote operator and an onboard Arduino through a Raspberry Pi server, enabling precise motor control.

ICPC 2022 USA Southeast Regional, as part of *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
- Developed a Rust command-line tool that creates **temporary coding projects**, and opens them in your editor, leading to an **increase in productivity by 40%** for programming tutors demonstrating concepts.
- Implemented **CI/CD pipeline** with GitHub Actions for automated testing and deployment.

Bedroom | *Java, Swing API*   github.com/marcelohdez/bedroom
- Developed a **zero-dependency Java application** for call center agents to track their orders and breaks with the ability for **interactive data visualization** to view performance trends over time.
- Implemented customizable UI and shortcuts, **improving productivity and reducing manual calculations.**

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 word lists.
- Implemented **JSON parsing** to efficiently process API responses and present definitions in a user-friendly format.

dim | *Rust, Github CI, Command-Line, TOML Parsing*   github.com/marcelohdez/dim
- Created a native Wayland screen dimmer in Rust with a **command-line interface** that includes settings for opacity and duration, also configurable using **TOML parsing** for a user configuration file.
- Established **automated testing** through GitHub CI to ensure compatibility across different Linux distributions.

ImageToText | *Java, MVC*   github.com/marcelohdez/ImageToText
- Developed a Java Swing application using a clean **MVC architecture** that converts multiple image formats to be output as **customizable ASCII text art** which can then be copied to the user's clipboard.
- Utilized **Java's ImageIO library** to process various image types with customizable text output options.

Skills

Languages: Java, JavaScript, Go, Rust, C/C++, Bash, SQL
Technologies: React, NextJS, Vercel, Git, GitHub, Linux, IntelliJ, Vim, Streamlit, BigQuery