

Roberto Herman

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EDUCATION

San Francisco State University
BS Computer Science GPA: 3.94

San Francisco, CA
Expected – May 2021

EXPERIENCE

Produce Locator (Startup)

Fullstack Developer / Tech Lead

New York, NY (Remote)
Jul 2020 – Present

- Built the entire web app from scratch including a user dashboard and shopping cart using MERN stack.
- Collaborated with the CEO and designers to create the best user experience possible for our customers.
- Created and designed feature using Google Maps API where produce vendors can mark their location in any of the 5 boroughs of NY—enabling small businesses to have a digital footprint and increasing the number of customers they get, while reducing the amount of food waste in the city.

SFSU Computer Science Department

Computer Programming Teacher Assistant

San Francisco, CA (Remote)
Aug 2020 – Present

- Aided students with questions about fundamental concepts of algorithmic thinking as well as basic practices of programming in Python.
- Led online lab sessions to help students gain practical coding experience and solidify theoretical knowledge.

United States Air Force

Avionics Systems Specialist

Panama City, FL
Aug 2009 – Dec 2015

- Managed avionics maintenance teams; coordinated aircraft repairs, resulting in thousands of sorties flown as scheduled throughout the year for pilot training and combat missions within U.S. and deployed locations.
- Trained dozens of new airmen/airwomen on safe maintenance practices, keeping personnel injuries to a minimum, saving lives, limbs, and millions of dollars in damage to aircraft and other equipment.

PROJECTS

Photify (JavaScript, Node.js, SQLite, Express, HTML, CSS)

<https://photify-webapp.herokuapp.com/>

Developed a photo sharing web app where the user creates an account, logs in, and is able to upload pictures and comment on other user's photos. Account information, image data, and comments are stored in an SQL database. Collaborated with a partner for this project (3 months)

Alien Invasion (Python, pygame)

youtu.be/8O2TZ5ukDS0

Created an Alien Invasion game similar to Galaga (1981). The player controls a spaceship, shooting alien ships that come from the top and move down towards your ship, speeding up every level. Lives, current score, high score, and level are displayed.

Generating and Visualizing Data (Python)

bit.ly/GHproj1

Assembled a set of programs that visualize data obtained from various sources and in different formats. Used matplotlib to visualize data in a window, and pygal to generate SVG files for interactivity. Data was extracted from CSV files as well as JSON responses from the GitHub API.

SKILLS

Languages & Frameworks/Libraries:
Databases:

Java (Spark), JavaScript (Node, React), HTML, CSS, Python
MySQL, SQLite, PostgreSQL, MongoDB

INTERESTS & ACTIVITIES

Developer Student Club (DSC)

August 2019 – Present

Collaborated in workshops where we learned to use Google services such as the Google Cloud Platform (GCP).