NADXELLE **HERNANDEZ**

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Self-lead **Full-Stack Software Engineer** with experience designing, testing, implementing, and maintaining software. Critical thinking professional experienced in different programing languages like JavaScript, Python, TypeScript, Java and C#. Love learning new tools and tech-stacks. Committed to follow industry standards and best practices. Eager to return to the industry after a successful hiatus spent raising a family. Delivers clear and engaging communications to colleagues and customers.

SKILLS

- Programming: JavaScript, TypeScript, SCSS, Python, Java, C#, SQL.
- Technologies: Angular, React, Flask, SQLAlchemy.
- Tools: VS Code, IntelliJ, GitHub, Web Developer Tools, Jenkins, PostgreSQL, Heroku.
- **Methodologies**: Object Oriented Programming, Test-Driven Development, Web APIs, CI/CD, Agile, Client-Server Apps, Core Web Vitals enhancements.

RELEVANT EXPERIENCE

SOFTWARE ENGINEER INTERN, THOMSON-REUTERS FINDLAW

02/2023 - 07/2023

Frontend development:

- Created a universal modal component from scratch using JavaScript and SASS. It featured DOM-loadable capabilities and predefined styles. The component was feature flagged for production. It significantly improved modals performance, boosting their Core Web Vitals scores by over 50%.
- Improved the accessibility of FindLaw by changing the links styling over the website in a compartmentalized approach, as proper testing needed to be ensured in each subdomain of the site.
- Fixed around 40 bugs before the release of their Profile Updater (PU), an Angular webapp in less than a month. I also created a couple components for the application.
- Updated old jQuery code to ES6 JavaScript to improve performance in lawyers.findlaw.com. This task involved analyzing over 800 lines of code, testing, and removing unused code.
- During my internship I did at least a code review daily, deployed my PRs in Jenkins and troubleshooted deployment errors to notify the right people.

REVIEWGRAM PROJECT 2023

• A full-stack web application that allows users to search for TV shows and Movies, rate them, read other people's reviews and organized user watchlists. The front end was developed using React, CSS and bootstrap component while the back end was programmed in Python, Flask, SQLAlchemy, and a PostgreSQL database.

SOFTWARE DEVELOPER ENGINEER, TV AZTECA

2004 - 2008

- Developed, tested, deployed, and maintained the Audio Asset Management system in C++. It was a client-server
 application used by the edition department. It generated reports of the music used. This music could be manually
 ingested or loaded automatically from pro-tools editors. The system also allowed nonlinear edition of audio files and
 real time audio decoding. This system saved the company thousands of dollars as they were able to report more
 accurately which music had been used and limit the tracks of more expensive/licensed music.
- Built a multithreading application in C# that provided real time stock market data visualization to the administration department.
- Designed, developed, tested, and maintained their *Audience Analysis System*. This webapp coded in Java was used by the production team for new in-house content. It allowed them to analyze scripts by adding to them metadata like images, emotional reactions, videos of the actual recording and ratings. It included printed reports of their analysis in customized sized paper.
- Developed, deployed, and implemented in C++ the Automatic Updates System for all the team's apps.
- Designed and started developing a new WebApp for managing their video asset in Java using Hibernate-Spring.

ADDITIONAL EXPERIENCE

HOMEMAKER 2008-2022

• While raising three boys I learned soft skills like Communication, leadership, adaptability, time management, resourcefulness, creativity, problem solving, conflict resolution, patience and organization.

EDUCATION

ADA DEVELOPERS ACADEMY, ACCELERATE COHORT

10/2023 - 02/2023

Courses in Python, Flask, SQLAlchemy, JavaScript, React and Algorithms.

UNIVERSIDAD NACIONAL AUTONOMA DE MEXICO (UNAM), BACHELOR'S IN COMPUTER ENGINEERING

LANGUAGES

Spanish (Native), English (Native) and Japanese (50%)