

NADXELLE HERNANDEZ

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Self-lead **Full-Stack Software Developer Engineer** with experience designing, testing, implementing, and maintaining software. Critical thinking professional experienced in different programming languages, looking to go back into the industry after raising her children. 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

02/2023 – 07/2023

SOFTWARE ENGINEER INTERN, THOMSON-REUTERS

Frontend development:

- Created a universal modal component from scratch only using JavaScript and SASS that was reusable, loadable from DOM, with predefined styles and flagged for production. It enhanced the modals performance by at least 50% on its Core Web Vitals scores.
- 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 just 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.

2004 - 2008

SOFTWARE DEVELOPER ENGINEER, TV AZTECA

- 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.

PROJECTS

2023

REVIEWGRAM

- 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 in React while the back end was programmed in Python, Flask, SQLAlchemy using a PostgreSQL database. It was build in 10 days.

ADDITIONAL EXPERIENCE

2008 – 2022

HOMEMAKER

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

EDUCATION

10/2023 – 02/2023

ADA DEVELOPERS ACADEMY, ACCELERATE COHORT

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

2005

COMPUTER ENGINEER, UNIVERSIDAD NACIONAL AUTONOMA DE MEXICO (UNAM)

GPA – 4.0

LANGUAGES

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