

NADXELLE HERNANDEZ

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Full-Stack Software Engineer with experience designing, testing, implementing, and maintaining software. A proactive professional experienced in different programming languages like Python, JavaScript, TypeScript, Java, and C#. Loves learning new technologies, tools, and methodologies. Fully committed to follow industry standards and best practices. Delivers clear and engaging communications to colleagues and customers. Passionate about product quality. Eager to return to the industry after a successful hiatus raising a family.

SKILLS

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

RELEVANT EXPERIENCE

SOFTWARE ENGINEER INTERN, THOMSON-REUTERS FINDLAW

02/2023 – 07/2023

Frontend development:

- Significantly improved modals component performance, by creating a universal modal component from scratch using Vanilla JavaScript and SCSS. The component featured DOM-loadable capabilities and predefined styles. It boosted modals Core Web Vitals scores by over 50%.
- Became a vital player on the release of their Angular webapp Profile Updater (PU) by fixing over 40 bugs in less than a month. I also created a couple components for the application.
- Enhanced 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.
- Updated old jQuery code to ES6 JavaScript to improve performance in lawyers.findlaw.com. This task involved analyzing over a thousand lines of code, testing, and removing unused code.
- Participated in daily code reviews, 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. Currently I'm rewriting the front end using Angular and SCSS.

SOFTWARE DEVELOPER ENGINEER, TV AZTECA

2004 – 2008

- Saved the company thousands of dollars by designing, developing, testing, deploying, and maintaining the Audio Asset Management System. It allowed the creation of accurate music usage reports and limited the use of more expensive/licensed music for all in-house televised productions. 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. The Audio Asset Management System was a client-server application written in C++.
- Helped improve the rating of in-house productions by designing, developing, testing, deploying, and maintaining an *Audience Analysis System*. This webapp coded in Java allowed the production team 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.
- Built a multithreading application in C# that provided real time stock market data visualization to the administration department.
- 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

Thesis Project: 2D Game Engine in Java for Mobiles.

LANGUAGES

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