PAUL JEROME R. HERNANDEZ

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github.com/pjhernandez18 | linkedin.com/in/pj-hernandez | pjhernandez18.github.io

TECHNICAL SKILLS

Strong: Java, C++
Experienced: HTML, CSS, Bootstrap, JUnit Testing, Javascript, C, Python, MySQL, Swift, React, Node.js, Express, AJAX, jQuery, Jekyll, Django, Heroku, Docker, Arduino, Raspberry Pi, Matlab
Tools: Git, Confluence, Trello, JIRA, Postman

EXPERIENCE

Research Assistant, USC Autonomous Networks Research Group   **Sep 2018 - Dec 2018**
- Streamlined deployment workflow for integration with other services by Dockerizing an IoT online marketplace platform's Django framework, MQTT pub-sub backend, and MySQL service
- Executed software test cases and file software bugs found in cross-platform projects, resulting in smooth pre-verification and formal verification cycles
- Managed a Trello board with over 50+ sub-tasks and conducted weekly scrum sessions among other undergraduate researchers and post-doctorate scholars

Software QA Engineering Intern, **Lantrn, Hong Kong**   **May 2018 - Aug 2018**
- Implemented firmware logic using Keil MDK to generate unique serial numbers for over 250 Lantrn devices
- Reduced time spent on testing hardware functionality by up to 90% through automation tool development using Python and Nordic CLI commands
- Optimized factory assembly stage by 25% by packaging firmware test cases and test protocols in a Python executable

PROJECTS & LEADERSHIP

Co-Founder & Developer, Token - *https://github.com/pjhernandez18/TokenApp-iOS*   **Jan 2019 - Present**
- Developed product, monetization, and user acquisition strategy for Token iOS, a mobile travel experience sharing app helping people share and organize their travel memories with ease
- Designed Token iOS software architecture and co-led the implementation of 10+ app features
- Presented at an annual demo showcase for investors at Amplify.LA, Neudesic, and Tera VC

Co-Founder & VP of Technology, USC's Supper Club - *thesupperclubsc.com*   **Aug 2018 - Present**
- Co-founded, ideated, and registered USC's first food club as a recognized organization on campus
- Collaborated with a graphic designer to build a website to display weekly events and club information
- Manage a mailing list of over 200+ members and sent out bi-weekly updates

Product Manager, I'm Hungry - *https://github.com/joshmin98/Im_Hungry_Redux*   **Jan 2019 - Apr 2019**
- Developed and executed implementation strategy and roadmap planning for I'm Hungry, a web-based restaurant and recipe suggestion system
- Motivated efforts of two agile development teams by delivering 15 new features in the span of a semester
- Tracked project progress by managing a Trello board of 30+ tasks and facilitated 3-5 weekly scrum sessions

EDUCATION

University of Southern California, Los Angeles, California
B. S. Computer Science, Cumulative GPA: 3.65
Viterbi School of Engineering, Graduating May 2020
Relevant Courses Taken: Data Structures, Object-Oriented Design, Algorithms and Computing, Software Engineering, Distributed Systems and the Internet of Things, Computer Systems, Embedded Systems