

PAUL JEROME R. HERNANDEZ

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

WORK EXPERIENCE

Undergraduate Research Assistant | USC Autonomous Networks Research Group | Sep 2018 - Dec 2018

- Worked on containerizing an IoT online marketplace platform's Django framework, MQTT pub-sub backend, and MySQL database using Docker which increased boot up time by a few seconds.
- Wrote concise documentation on installation, setup, and use of platform prior to the release of the software to third party commercial developers.

Software Engineering Intern | Lantrn Ltd, Hong Kong | May 2018 - Aug 2018

- Aided with the design, implementation, and release of software products of Lantrn, a Hong Kong based startup reinventing baggage security to make traveling safer.
- Implemented frontend features for their website using the Jekyll framework (lantrn.co) and increased online traffic by 10%, which was monitored using Google Analytics API.
- Wrote a Python executable making use of the Nordic CLI to automate installation of firmware and hardware functionality tests for over 250+ Nordic devices built in Lantrn Suitcases.
- Tested Python executable in a factory in Shenzhen, China which optimized their assembly line.

Global Student Fellow | Sage Corp, Hong Kong | May 2018 - Aug 2018

- Selected to be part of a global entrepreneurship program that sends college students to intern with startups abroad. Publications: sagecorps.com/blog/2018/8/2/a-day-in-the-life-hong-kong

TECHNICAL SKILLS

Programming Languages : (Advanced) C++, Java, (Intermediate) Javascript, Node.js, Python, (Beginner) Swift

Web Development and Design: HTML, CSS, Adobe Illustrator

Operating Systems: Linux/UNIX, Windows, Mac OS

Frameworks and Technologies: Bootstrap 4, Express, Heroku, Arduino, Git, AJAX, jQuery, Django, Docker

Databases: MySQL

EDUCATION

University of Southern California | Los Angeles, California

B. S. Computer Science, GPA: 3.64

Viterbi School of Engineering, Expected 2020

Relevant Courses: Data Structures, Object-Oriented Design, Algorithms and Computing, Software Engineering, Distributed Systems and the Internet of Things, Computer Systems, Embedded Systems

PROJECTS

USC's The Supper Club | thesupperclubsc.com | Dec 2018 - Present

Built a food club's website from the ground up using a Bootstrap 4 UI kit, HTML, CSS for the frontend and developed a suggestion system using Node JS and Express to allow users to query restaurants from the Yelp Fusion API.

Track Changes | github.com/pjhernandez18/TrackChanges | Sept 2018 - Nov 2018

Implemented a Java-based backend on an iOS music-streaming mobile application using a third party Java web socket library, MySQL database, Spotify Developer API, and JSON API to facilitate communication between the frontend and the backend of the application.