

PAUL JEROME R. HERNANDEZ

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EDUCATION

University of Southern California (USC)

Los Angeles, CA (2017 - Present)

- B. S. Computer Science
- Cumulative GPA: 3.52/4.0
- Honors: Viterbi Engineering Dean's List

Relevant Courses Taken

Data Structures, Object-Oriented Design, Algorithms and Computing, Software Engineering, Distributed Systems and IoT, Intro to Computer Systems, Embedded Systems

WORK EXPERIENCE

USC Autonomous Networks Research Group

Los Angeles, CA (Fall 2018)

Undergraduate Research Assistant

- Streamlined deployment workflow for integration with other services by Dockerizing an online data marketplace for IoT devices called i3
- Executed software test cases and filed software bugs found in cross-platform projects, resulting in smooth pre-verification and formal verification cycles
- Containerized the platform's Django framework, MQTT pub-sub protocol, and MySQL services

Lantrn (smart suitcases)

Hong Kong (Summer 2018)

Software Developer Intern

- Implemented firmware logic in C using Keil MDK to generate unique identification parameters for over 250+ Lantrn devices
- Wrote a Python algorithm that reduced time spent on testing hardware functionality by up to 80% through automation tool development using Python's OS library and Nordic's command line interface
- Optimized factory assembly stage by 20% by packaging firmware test cases and test protocols in a Python executable for Lantrn's factories in Shenzhen, China

SKILLS

Proficient in: Java, C++, C, Unix/Linux

Prior experience in: Python, Swift, HTML/CSS, Javascript, React, JSX, jQuery, AJAX, Node.js, Express
MySQL, Docker

Frameworks & Tools: Git, Trello, Asana, Confluence, Firebase, Heroku, Postman, TravisCI, Pippo (Java)
Agile Frameworks, Scrum Methodologies

LEADERSHIP AND PERSONAL PROJECTS (VIEW CODE ON GITHUB)

Product Manager for Token at USC's LavaLab

Jan 2019 - Present

- Built an iOS mobile app using Apple's AV Kit and Google Maps API that lets users document and share their travel experiences through photos and videos seamlessly
- Designed Token iOS view controller structure and co-led the implementation of 10+ app features
- Developed product, user acquisition, and monetization strategy for Token iOS as part of an MVP showcase

Backend Developer for i'm hungry

Feb 2019 - May 2019

- Designed and built the Java backend for a restaurant and recipe suggestion system under Maven build configurations and Travis CI
- Utilized Postman to query Yelp Fusion API and Spoonacular API endpoints
- Modularized backend by using separate routes using Java micro web framework called Pippo

CS Tutor at USC Joint Educational Program

Fall 2018 - Present

- Volunteered to tutor high schoolers from nearby school districts in the Greater Los Angeles area various computer science concepts in Java
- Java topics include syntax, variables, strings, arrays, and complex data structures