Sebastián S. Hernández

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GitHub Username: prcbass

Education GPA: 3.61

University of Florida, Computer Science

Class of 2018 (Expected)

Employment

Software Engineer Intern – *Visa Inc. (VDP - Visa Developer Platform)*

May 2017 - August 2017

- Developed template based communication service to act as single source of truth for emails sent to developers using Visa APIs. Decreased on-boarding time for new APIs being exposed through VDP.
 - Created real-time dynamic validation system with database driven retry logic for failed emails.
- Enabled deletion of Visa APIs from projects registered with VDP, allowing developers to self-service their use of Visa APIs without contacting customer support directly.
- Prototyped CSV to JSON conversion module to be implemented in internal batch transaction emulations.
- Node.JS used for backend with EJS, Handlebars, and jQuery frameworks used for frontend

Software Developer Assistant – *Infinite Energy*

January 2017 - May 2017

- Worked alongside senior developers on foundation of account-management web application.
- Angular 1.5 and ES6 component-based web development with Karma and Jasmine testing frameworks.
- Configured webpack module bundler to allow ES6 and Sass development, adding npm run scripts to easily switch between development environments.
- Used angular-translate library to implement translation service for custom language translations and company-specific image/text replacement.

Software Engineer Intern – *Infinite Energy*

March 2016 – December 2016

- Worked with C#, Microsoft SQL, and .NET framework to provide in-house business solutions.
- Facilitated transition to a new 3rd party print vendor and implemented document processing logic. Worked in an Agile/Scrum development environment that made use of C4 design models.
- Created automated invoice validation to ensure correct return address placement in new and existing market invoice templates. Reduced denial of delivery by correspondence providers.
- Used iText libraries to manipulate pdf files and Moq framework for unit testing

Courses

- Data Structures and Algorithms (C++)
- Information & Database Systems (Oracle SQL)
- Introduction to Software Development (MEAN JS)
- Operating Systems (Minix 3, C)
- Networking Fundamentals (Java, P2P Torrent client as final project)

Personal Projects

Web Development – *MiCasa* – *micasamgmt.com*

January 2016 – Present

- Developed admin and user web applications from scratch using MEAN stack. Created back-end implementation for users, properties, and reservations modules.
- Created automated cron jobs that pull iCalendar files from other property management sites (AirBnb, VRBO) and update MiCasa reservation system accordingly
- Integrated Stripe API to securely take and process payments for reservations

Electron – Delivery Fee Portion Calculator – sebastianshernandez.com

September 2016

- Developed lightweight desktop application with Electron, ES6, and jQuery
- Takes in delivery price parameters and calculates each individual's portion, taking into account hidden fees

Web Development – Canvas Slack Bot – sebastianshernandez.com

October 2016

- Node.JS web application that uses Slack API and Canvas REST API to allow users to manage their online courses directly from Slack
- Used ngrok to demo during Hackathon, thereby creating secure connection to interact with Slack API

Skills

Computer: Experience with ECMAScript, TypeScript, Java, C, C++, and C# programming languages via college classes, personal projects, and professional experience. Git used for SCM in personal projects

Bilingual: Fluent in Spanish, written and oral communication