Kevin Hernandez-Rives

kevin.hernandez.rives@gmail.com · +1-908-358-4054 · LinkedIn · github.com/rurunosep

PORTFOLIO: kevinhr.dev

TECHNOLOGIES

Rust, JavaScript, TypeScript, PHP, React, Node.js, MySQL, MongoDB, GraphQL, WebGL, Lua

PROJECTS

2D adventure game engine featuring a flexible Entity-Component-System architecture, concurrent event scripting, and tile-based graphics and animation
Rust, Lua
youtu.be/lqc0hwu_T4s

Full-stack, single-page web application to create, manage, and study flashcards, with user authentication and Google Cloud Text-to-Speech integration
TypeScript, React, Redux, Node.js, MongoDB, GraphQL
ruruflashcards.herokuapp.com

3D rendering engine that runs in the browser
Rust, WebAssembly, WebGL, Webpack
rwgle.herokuapp.com

WORK

Chinese Christian Church of New Jersey, Full Stack Web Developer, 2021-2022
Worked remotely with the client to design and implement a variety of features for the church website. Most notably: a system to manage the submission, approval, and archiving of financial forms and associated receipts by authorized members of the church administration.
PHP, MySQL, JavaScript, Bootstrap

EDUCATION

AS in **Computer Science and Engineering**, GPA: 3.6
Union County College, Cranford, NJ, USA, 2019

SPOKEN LANGUAGES

English *(Native)*, Japanese *(Advanced, JLPT N1)*, Spanish *(Intermediate)*