

Sean L. Hernandez

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SKILLS

- Mobile and Full-Stack Software Development
- React Native, React, Redux, TypeScript

Work Experience

ADOBE

San Francisco

5/2021–

Software Development Engineer III

- Developed dynamic templates for in-app messages and paywalls for multiple client apps with millions of users with TypeScript and React.
- Maintained a web-based preview tool for in-app messages and paywalls.
- Worked with content teams to streamline parallel workflows and improve template flexibility.

COMCAST NBCUNIVERSAL

Orlando

9/2019–4/2021

Software Engineer II

10/2018–9/2019

Software Engineer I

- Designed a system to track anonymous in-app purchases and link them with users upon login.
- Implemented in-app purchasing on iOS and tvOS nearly doubling monthly revenue.
- Redesigned the mobile application and increased store ratings from 2.8 to 4.8+ stars.
- Developed features including Chromecast, session handling, favorites, and live-streaming.
- Managed 5+ mobile platforms independently and then with 1 other engineer.

SAIC

Orlando

5/2018–10/2018

Software Engineer Intern

- Developed the user registration and file upload flows for a procurement modernization project.
- Developed the procurement request views with ASP.NET Core and Entity Framework.

UNIVERSITY OF CENTRAL FLORIDA

Orlando

2/2018–5/2018

Techranger (Software Developer)

- Developed an admin panel for UDOIT with PHP and SQL.
- Improved development environment setup and teardown with Docker.

Education

UNIVERSITY OF CENTRAL FLORIDA, Orlando

8/2014–10/2019

Computer Science, Bachelor of Science