

Sean L. Hernandez

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SKILLS

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

Work Experience

ADOBE

San Francisco

5/2021–

Software Development Engineer III

- Worked with leaders across the organization to identify, prototype, and create a dashboard for managing content pipelines (creation, WYSIWYG editing, testing on-device, audience targeting, and localization) increasing experimentation throughput by 50x.
- Developed, maintained, and provided support for an in-app message and paywall content system for apps with millions of users.

COMCAST NBCUNIVERSAL

Orlando

9/2019–4/2021

Software Engineer II

10/2018–9/2019

Software Engineer I

- Implemented in-app purchasing with tracking for anonymous workflows on iOS and tvOS doubling monthly revenue.
- Developed features such as Chromecast integration, favoriting, and live-streaming for 5+ mobile platforms.
- Redesigned the mobile application increasing store ratings from 2.8 to 4.8+ stars.

SAIC

Orlando

5/2018–10/2018

Software Engineer Intern

- Developed user registration, file upload, and procurement workflows for a modernization project with 1,000+ users.

UNIVERSITY OF CENTRAL FLORIDA

Orlando

2/2018–5/2018

Techranger (Software Developer)

- Developed an admin panel and a local development environment for an accessibility tool used by over 50 institutions worldwide called UDOIT.

Education

UNIVERSITY OF CENTRAL FLORIDA, Orlando
Computer Science, Bachelor of Science

8/2014–10/2019