# 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