

Sean L. Hernandez

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Skills

- Mobile and Full-Stack development
- React (Native), Redux, TypeScript

Work Experience

San Francisco, CA	Adobe
May 2021–Present	<i>Software Development Engineer III</i>
	<ul style="list-style-type: none">• Worked on the engagement platform (React, TypeScript) to deliver in-app messaging, paywalls, and other engagement features.• Worked with design teams to standardize in-app flows in accordance with their respective store guidelines.• Managed the content delivery stack end-to-end including campaign setup, audience targeting, content creation and localization, product offering setup, and client-side rendering.• Onboarded content, client, and localization teams and provided client support to ensure new initiatives delivered on-time.
Orlando, FL	Comcast NBCUniversal
Sep 2019–Apr 2021	<i>Software Engineer II</i>
Dec 2018–Sep 2019	<i>Software Engineer I</i>
	<ul style="list-style-type: none">• Worked on the GolfPass iOS, Android, and FireTV (React Native), tvOS (TVMLKit JS), Roku (BrightScript), and Web (C#, Java) platforms.• Led various initiatives including in-app purchasing (nearly doubling monthly sales), increasing app store ratings (from 2.8 to 4.8 stars), and adding type safety (TypeScript) and central state (Redux) to the codebase.• Developed and planned end-to-end features (web service endpoints, app services, app state, and app views) such as Chromecast, session handling, favorites, live-streaming, and site localization preferences.• Managed application lifecycle including participating in product roadmapping meetings, sprint planning, release scheduling, over-the-air updates, and monitored system stability.
Orlando, FL	SAIC
May 2018–Dec 2018	<i>Software Engineer Intern</i>
Orlando, FL	University of Central Florida
Feb 2018–May 2018	<i>Techranger (Software Developer)</i>

Education

Orlando, FL	University of Central Florida
Aug 2014–Dec 2019	Computer Science , Bachelor of Science