Sean L. Hernandez

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Work Experience

San Francisco, CA
May 2021–Present

Adobe
Software Development Engineer III

- Worked on the Engagement SDK used across various clients standardizing the delivery of in-app messages, paywalls, and push notifications by using a shared and native codebase (Objective-C, Java, C++) bridged to a frontend client app whose codebase also included a web-based previewing tool (React, TypeScript).

- Created dynamic templates for paywalls and in-app messages enabling marketing teams to run experiments and reducing load on client teams.

- Worked with design teams to standardize in-app purchase flows for various types of users (inidivudal, enterprise, anonymous) 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, client-side rendering, client and content team onboarding, and debugging.

Orlando, FL
Sep 2019–Apr 2021
Dec 2018–Sep 2019

Comcast NBCUniversal
Software Engineer II
Software Engineer I

- Worked on and managed the GolfPass mobile application suite which included the iOS, Android, FireTV, tvOS, and Roku platforms by maximizing the amount of shared code (React Native, TVMLKit JS, TypeScript) while also adding and bridging features on the web platform (Java).

- 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 to the codebase.

- Developed features end-to-end including web service endpoints including 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 monitoring system stability.

Orlando, FL
May 2018–Dec 2018

SAIC
Software Engineer Intern

- Worked on a procurement modernization project with 1,000+ expected users and 65,000+ records (ASP.NET Core, Entity Framework) by adding integrations including Documentum (file management) and features including user registration (with email and token validation) and file upload.

Orlando, FL
Feb 2018–May 2018

University of Central Florida
Techranger (Software Developer)

- Worked on UDOIT, an LTI integration used by over 50 institutions worldwide that identifies accessibility issues in online course content, adding an admin panel (PHP, SQL) and making testing easier by Dockerizing the codebase.

Education

Orlando, FL
Aug 2014–Dec 2019

University of Central Florida
Computer Science, Bachelor of Science