# Raul Hernandez

□ (936) 204-3286 | ☑ raulhernandezwork@gmail.com | ☑ tinyrah | 匝 raulahernandez

## **Education** -

## The University of Texas at Dallas

Richardson, TX

B.S. Computer Science, 3.5 GPA

Aug 2022 - Present

- Organizations: Association of Computing Machinery
- Relevant Coursework: Data Structures and Algorithms, UNIX, Computer Architecture

### **Tarrant County College**

Hurst, TX

Aug 2020 - July 2022

Associate of Arts, 3.79 GPA

• Honors: Dean's List for Fall 2020, Fall 2021

Organizations: Powerlifting

# **Experience**

ACM Research Richardson, TX

Researching Solana Blockchain

August 2023 - Present

- Conducting in-depth research and analysis of decentralized applications on the Solana blockchain, identifying its high-performance and scalability features as a robust foundation for complex dApps
- Engaging in hands-on development and troubleshooting, providing critical insights into the challenges and opportunities in the evolving landscape of Solana-based decentralized applications

# **Projects**

### **Workout Planner and Tracker**

Fall 2023

JavaScript, HTML, CSS, PHP, MySQL

- Created a user authentication system using PHP, and MySQL databases, ensuring data privacy, security, and persistent storage of user details
- Integrated a suggestion algorithm, which provides users with personalized recommendations for sets, reps, and weights based on historical input, enhancing user workout efficiency

Study Time Balancer Spring 2023

React, Firebase, Firestore

- Introduced an intuitive tally mark system to visually represent time spent on each subject, implemented using Firebase and managed through a Firestore database for persistent storage
- Embedded a recommendation engine which suggests subjects to focus on based on previous time allocations and priority settings, ensuring balanced attention across topics

#### **Game Movement Automator**

Spring 2023

Java, C++, JNI

- Leveraged Java to design a UI integration within the native game, ensuring a cohesive user experience
- Implemented core automation functionality using C++, reducing manual repetitive actions and enhancing in-game efficiency

## Skills -

Languages Java, Python, C++, JavaScript, CSS, PHP, HTML

**Frameworks** React.js, Node.js

**Platforms and Tools** Git, XCode, VS Code, Firebase, Vercel

**Libraries** JavaFX, Axios

**SDKs** JDK

**Databases** MySQL, phpMyAdmin