Raul Hernandez

(936) 204-3286 | raulhernandezwork@gmail.com | raulhernandez.vercel.app | tinyrah | 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
Associate of Arts, 3.79 GPA — Aug 2020 - July 2022

- **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