

Travis Hernandez

Seattle, Washington
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EDUCATION

University of Puget Sound
B.A. International Business &
Foreign Language -
International Affairs

Dev Bootcamp - Chicago
18 week intensive coding
bootcamp completed 2014

LANGUAGES

- TypeScript
- JavaScript
- Golang
- C#
- Python
- Ruby

FRAMEWORKS

- Angular
- AngularJS
- Ionic
- ReactJS
- Bootstrap
- SASS/LESS
- Rails

SKILLS

- Git/Github
- BitBucket
- AWS
- Docker
- Shippable/Codeship
- NoSQL/SQL
- Unity
- Mongo
- Firebase
- WordPress

SUMMARY

I eat, breath, and dream in software. I've done full stack work (web/mobile/backend) for large companies and have also managed my own clients as a freelancer. I'm unfazed by new technologies, and eager to put the time in to master them.

EXPERIENCE

Software Development Engineer, Pluralstack

Bellevue, WA — July 2017-present

Healthcare software consulting start-up. I have been working in teams of 2 to 5 developers to create end-to-end enterprise solutions for a major healthcare companies.

- **Provider Portal** - Public and secure projects. Public UI consisted of Angular shell application, pure HTML, CSS, JavaScript content. Private UI is large scale Angular application. Both supported with Java Microservices. Allows insurance providers to access information about their offerings.
- **Producer Portal** - Angular Frontend, Java microservices. A portal for insurance sellers to easily manage their product and clientele.
- **Find a Clinician** - Angular Frontend, Java microservices, Elasticsearch. Search Engine for in-network primary care physicians and specialists.

Unity VR Developer, Betawave

Seattle, WA — November 2016-May 2017

Virtual reality and web consulting start-up.

- **CareCrew** - Proof of concept healthcare app. Ionic/Cordova mobile app that uses AngularJS with a Ruby on Rails server.
- **Jousty** - Samsung GearVR game that will support the new mobile controller. It is built in C# with the Unity Game Engine.
- **Brand Development** - Developed social, interactive advertising experiences in virtual reality using C# with the Unity Game Engine.
- **"Metaverse" POC** - Explored the concept of what virtual reality could be when users have the ability to quickly and seamlessly jump from one experience to the next. It is built in C# with the Unity Game Engine.

Software Engineer I, InfoSpace

Bellevue, WA — February 2015-February 2017

At InfoSpace, I worked on various teams in the agile environment to create front-end web applications, supported by backend microservices.

- **MakeStuff** - Modern, social-media aware full-service content management system that enables users to quickly generate content and increase social interaction. Written in AngularJS, with backend microservices in Golang.
- **HowStuffWorks Now** - A social media driven content site for HowStuffWorks. Built to provide timely articles for current events. Written in AngularJS, with backend microservices in Golang.
- **Zoo.com** - Quiz site built with ReactJS, with backend microservices in Golang.
- Core Search support, legacy system written in C#.

Full Stack Developer, Freelance

Seattle, WA — August 2014-January 2016

Worked for various clients to design and implement web and mobile applications.

- **Civic Digital** - A web-based CMS for local government, small cities and events. It enables users to quickly update residents with news, information, etc. It utilizes AngularJS and Firebase.
- **Virginia City and Sparks Mobile App** - These are two apps I built for the towns of Virginia City and Sparks, Nevada. It is available on iTunes and Google Play. It is built off of the Civic Digital CMS, with Ionic and Cordova.