Carlos Hernandez

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**SUMMARY OF QUALIFICATIONS**

* A highly motivated Information Science graduate seeking entry level positions.
* A problem-solver who desires a challenge to constantly develop and implement programming skills through projects of varying difficulty.
* A detail-oriented individual who is knowledgeable and experienced in agile development, software development, object-oriented development, algorithms, and data structures

### EDUCATION

University of South Florida, Tampai, Florida May 2021:

**Bachelor’s of Science** in Information Science (GPA: 3.5)

**EXPERIENCE**

**Programming Languages:** Java, C++, C, C#, JavaScript, SQL, TypeScript

**Markup Languages:** HTML5, CSS

**Tools:** Git, GitHub, Heroku, MySQL, NodeJs, Postman, UNIX, Unity, Visual Studio Code, Visual Studio 2019

**Frameworks:** Angular.js, Bootstrap, Express.js

**Languages:**  Proficiently Bilingual in English and Spanish

**PROJECTS**

**Learning Management System Facebook Application : May 2020 – December 2020**

* Contributed to a learning management system in which users (especially from developing countries) can access and learn the educational course of their choice at no cost
* Implemented Frontend and Backend aspects through the use of Angular, SQL, NodeJS, JavaScript, and TypeScript such as the implementation of group formation for each course
* Coded the progression aspect of the application for users to track their progress in their course alongside their peers
* Applied agile development with the team and became an effective scrum master

**A Portfolio Website : December 2020 – January 2021**

* A static website that demonstrates the projects that have been worked on in more detail
* Images and videos in the projects section can be opened up through modals for better resolution
* A vertical layout is implemented for better ease to look at the different sections
* It was deployed using the Heroku platform and the creation of a simple web server using Express

**KimoDameshi – 3D Horror Game in Unity : January 2020 – April 2020**

* Developed a 3D horror game in Unity for the SparkDev program.
* Worked on top of its previous version which was developed the Fall 2019 semester.
* Worked on UI and Object Pickup Behavior through the use of C#

**Chess on a Console: August 2020 – February 2021**

* The game of chess being able to play with two players through one’s computer console
* The program is built with an object-oriented approach alongside exception handling
* The program is written in C++ using Visual Studio 2019
* A work-in-progress