







Brandon Jesús Hernández Herrera

Software Engineer


 brandonhxrr  brandonhxrr  brandondh769@gmail.com  +(52) 55 4948 4745  brandonhxrr.github.io

Education

Computer Systems Engineering, B.S. | Superior School of Computer Sciences (ESCOM IPN)  Graduating in June 2024
Related coursework: Data structures and algorithms, Operative Systems, OOP, Relational databases with Oracle, Algorithm analysis. **CGPA 87 out of 100 (3.5/4)**

IT, Technical Degree | Center of Technological Bachelorship, Jaime Keller Torres Aug. 2016 – July 2019
Related coursework: OOP with Java, MySQL Databases, Web development. **CGPA 94 out of 100 (3.8/4)**

Experience


Software Engineer | Cuautitlan Faculty of Higher Studies (FESC Cuautitlan, UNAM)  Feb. – June 2019 | Cuautitlan, State of Mexico, MX

- Deployed an application management system for the computer equipment of the computer rooms of the faculty. (**Java** and **Firebase**)
- Automated tracking and measurement of faculty-student activity to know which programs are used the most.
- Improved the maintenance of computer equipment through usage reports focusing on the most used applications, reducing maintenance time from 1 week to 3 days.

Software Engineer (Full Stack) | Prof. Antonio Gutierrez Library Apr. – May 2018 | Huehuetoca, State of Mexico, MX

- Implemented a library attendance management system for check-in and check-out control. (**Java** and **SQLite**)
- The control of the stay was optimized through the registration of demographic data of visitors in order to create statistics and know the periods of greater affluence, in addition, the loss of data was avoided through digital registration.
- Updated the user stay monitoring system in the library, improving the user experience and reducing registration time by 4 mins.

Projects




Sites  - Android application to discover nearby tourist sites July 2018 – May 2019

- Created an Android application with Native Development in Java to query the nearby tourist sites by getting the data from the Google Maps API and using Firebase to save the data.



Poshmark - E-commerce android app Oct. 2018 – July 2019

- E-commerce application made in Java for mobile devices, developed a version for the administrator and another for the client, Firebase was used to store the data to store the data in non-relational databases.

Extracurricular

- **Google Developer Student Club ESCOM IPN** : Participated as a speaker at the Hacktober Fest event giving a workshop on “How to create your first pull request”, helped organize and promote club events.
- **IBM zSystems Student Ambassador** : Mainframe technology leadership program to promote IBM zSystems on campus by showcasing IBM zSystems mainframe technology. Obtained badges through learning on the ZXplore platform, participated as an organizer and speaker at events.
- **IBM Student Advocate** : Training and mentoring program on different technology topics such as Data Science, Artificial Intelligence, Cybersecurity, Cloud, Java, DevOps, etc.

Awards

- **30th** out of 40 in the **2022 Annual programming contest “Donald Knuth”** at ESCOM
- **Participant** in **PoliHacks 2022** 
- **Semifinalist** in **Talent Hackathon @ Home**  among 938 participants.
- **1st place** in **“CUA App Innovación”** contest.

Skills

Programming Languages: **Proficient** (3 years or more): Java, Python 3, **Intermediate** (About 2 years): Kotlin, JavaScript, C / C++, **Beginner** (1 year or less): Dart

Technologies: **Proficient** (3 years or more): Git, GitHub, Linux, MySQL, Oracle; **Intermediate** (About 2 years): HTML5, CSS3, SQL, Figma, Adobe XD; **Beginner** (1 year or less): Firebase, Flutter, React JS, Django

Certifications

Azure AZ-900 : Certification to validate the level of basic knowledge of Azure cloud services.