

Brandon Jesús Hernández Herrera



brandonhxrr



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brandonh769@gmail.com



brandonhxrr.github.io

EDUCATION

Instituto Politécnico Nacional (IPN) | Superior School of Computer Sciences (ESCOM)

Graduating in December 2024

Computer Systems Engineering, B.S.

CGPA 88 out of 100

Related coursework: Data structures and algorithms, Operative Systems, Object oriented programming, Databases, Algorithm analysis, Distributed systems, Computer theory, Software Engineering, Machine Learning.

EXPERIENCE

Software Engineer Intern | Cuautitlan Faculty of Higher Studies (FESC Cuautitlan, UNAM) [↗](#)

February – June 2019

- Automated tracking and measurement of student activity through the creation of a Windows service that tracks application usage time, eliminating manual data collection, resulting in a 40% reduction in administrative costs and a 60% optimization in equipment maintenance.
- Improved the maintenance of computer equipment through usage reports, providing insights into students' most frequently used programs and application usage patterns, reducing maintenance time from 1 week to 3 days.

Software Engineer Intern | Huehuetoca Local Public Library “Prof. Antonio Gutierrez”

April – May 2018

- Decreased information loss by transitioning from manual registers to a Java-based attendance management system, resulting in a 40% reduction in registration time.
- Enhanced data analysis through reports on peak hours and demographic information about users, leading to valuable improvements for the library and enriched user experience during peak periods.

MAJOR PROJECTS

Gallery [↗](#) - Multimedia gallery application for Android

November 2022 - Present

- Incorporated the Media Store API to retrieve user media and incorporated an optimized algorithm for loading data in chunks which improved the application's speed and responsiveness by 70%.
- Leveraged native Android libraries, optimizing memory management, ensuring smooth and responsive media browsing and playback for enhanced user experience.

Sites [↗](#) - Android application to discover nearby tourist sites

July 2018 – May 2019

- Utilized the Google Places API to fetch real-time data on nearby tourist attractions within a 5 km radius of the user's location, enhancing the application's functionality and providing users with up-to-date information.
- Ensured robust user security and data protection by implementing Firebase, resulting in a highly secure environment with seamless data availability.

LEADERSHIP / VOLUNTEERING

Google Developer Student Club ESCOM IPN [↗](#)

- Participated as a speaker at the Hacktoberfest event giving a workshop on “How to create your first pull request” which attracted over 40 attendees, encouraging them to make their initial contributions to open-source projects.
- Actively contributed to the organization and promotion of club events, enhancing participation and engagement among club members and the broader student community, with attendance growing by 60% compared to the previous year.
- Taught an [Android course centered on Jetpack Compose](#), which allowed students to gain hands-on knowledge and practical experience in the latest Android UI toolkit and the Kotlin programming language.

IBM zSystems Student Ambassador [↗](#): Leadership program to promote IBM zSystems on campus by showcasing IBM zSystems technology. Obtained badges through learning on the [Z Xplore platform](#), participated as an organizer and speaker at IBM Z events.

AWARDS

- 3rd place, of 20 teams in Mega Hackathon Mexico 2023 by Vara Network
- 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.

SKILLS

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

Technologies: Proficient (3 years or more): Git, GitHub, Linux, SQL; Intermediate (About 2 years): Microsoft Azure, Google Cloud Platform, Firebase, Figma, HTML5, CSS3; Beginner (1 year or less): Jetpack Compose, React JS, Django, Flutter.