

Bryant Hernandez

Software Engineer

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swe

WORK EXPERIENCE

Google via Milestone Technologies - Software Engineer

September 2021 - current

Remote

- Worked with product managers and designers to improve the learning and teaching experience for 1M+ users
- Built and maintained a suite of scalable APIs using Flask-based internal framework, gRPC, and REST to support UI features
- Developed UI for edTech products using Typescript-based internal framework
- Successfully migrated 50+ marketing pages to a new template-based Java framework, resulting in a more modern, streamlined, and maintainable codebase
- Tested software for bugs and operating speed, fixed bugs, documented processes, and increased efficiency
- Reviewed Typescript code for colleagues and upheld Google's canonical best practices

YING - Software Engineer - Lead

February 2021 - September 2021

Remote

- Refactored codebase to leverage software engineering best practices, improving readability, maintainability, and performance
- Proactively identified and remediated security vulnerabilities
- Developed and launched new features for iOS, Android, and Web apps using Ionic React, GraphQL, Node, and PostgreSQL
- Designed and implemented a Stripe integration to enable peer-to-peer payments for the core service offering, resulting in a 300% revenue increase within the first month of launch
- Managed releases for the Apple App Store and Web, ensuring smooth and timely deployments, resulting in a 99% uptime for both platforms
- Trained and onboarded new interns while simultaneously developing documentation and streamlining processes, ensuring a smooth and efficient onboarding experience for new team members

Paciolan - Software Engineer Intern

Sept 2020 - Jan 2021

Irvine, CA

- Redesigned and implemented a new, user-friendly ticketing platform for football teams, streamlining the ticket purchasing process and enhancing the fan experience.
- Successfully outranked Ticketmaster for the top Google search results position by improving a variety of SEO attributes
- Promoted and implemented web accessibility best practices across the company, resulting in a 70% increase in our web accessibility score
- Implemented the React-based Next.js framework to improve page performance by 60%, resulting in a faster and more user-friendly experience for our customers

PROJECTS

Fullmetal Fitness

Jan 2020 - current

- Developed and managed a fitness blog, eCommerce store, and lead funnel for personal trainers, helping them reach new clients, generate leads, and grow their businesses
- Leveraged WordPress, WooCommerce, Stripe, and Elementor to develop and deliver custom solutions for our client, enabling them to build and manage their online businesses efficiently and effectively

EDUCATION

University of California, Irvine - B.S., Informatics in Human Computer Interaction

Irvine, CA

SKILLS

- Languages: Python, Java, C++, TypeScript, PostgreSQL
- Frameworks/Libraries: Next.js, React.js, Node.js, Express, Puppeteer, Stripe, Jasmine, Ruby on Rails, Flask, gRPC, Tailwind, Sass, Styled components
- Tools: Figma, Git, Trello, Jira, GitLab, Confluence, Vercel, Heroku, NPM
- UX research and design, time management, Agile, responsive and accessible design, SEO, testing, maintaining, debugging