Gerardo Hernández

Computer Science Student

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OVERVIEW

I am a student from CETYS University with a high interest in backend development, cloud development, security and more. I've experience working on automations generally, using docker, docker-compose, Jenkins and AWS SDK (boto3). Also I have solid usage of a variety of languages such as Python, C++, Go, Javascript, Bash/shell script.

EDUCATION

CETYS Universidad, Tijuana — Computer Science Engineering

August 2018 - Present

INTERNSHIPS

Teradata — Test Engineering Intern

January 20, 2021 - September 23, 2021

PROJECTS

Snake 3D with RL Algorithm — JS/Three.js/WebDev <u>Link</u>

Recreation of the classic video-game "The Snake" into a 3D scenarium. Implemented with a Reinforcement Learning algorithm from scratch.

Polynomial Regression Visualization — ReactJS/Chart.js/MathJS <u>Link</u>

A polynomial regression interface to experiment with. Made with React JS, Chart.js and MathJS.

Gorip with Go— *Golang/Cookie Injection Link*

A tool for facebook scrapping, and have some interaction without the need of a web browser or any API credentials. The tool was built with the standard http library.

Glitch with C++ and OpenMP — CMake/OpenMP/C++Link

Pixel Sorting algorithms written in C++ with OpenMP support. This tool allows you to make glitch effects on an image from your command line.

AWARDS & CERTIFICATIONS

Hackify League — Winner of first place at Hackathon Tijuana

August 2020

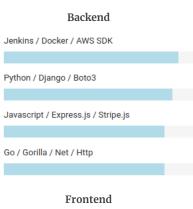
AI Lab School — Certification of Training in Artificial Intelligence

February 2021

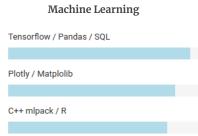
Nvidia — Certificate of Competency in Deep Learning

May 2021

SKILLS & TOOLS



Frontena
HTML / Javascript / Bootstrap4 / CSS
React Native Elements / Qt C++ / Qt Python
Three.js / GreenSock



LANGUAGES

English (Efficient) Spanish (Native)

LINKS

Github

Linkedin

Webpage