

Sergio Hernandez

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EXPERIENCE

California Science Center - Exhibits

Los Angeles, CA

Museum Technology Specialist

Oct. 2025 – Present

- Developed Google Apps Script (JavaScript) integrations to extend **NocoDB** functionality beyond native capabilities (scheduled automation and alerting), implementing Slack and email notifications for low-inventory thresholds and time-sensitive events.
- Redesigned maintenance inspection workflows for **300+ exhibits** by integrating walkthrough issue reporting into a centralized logging system, improving organization and visibility across **1,400+ incident records**.
- Supported exhibit technology operations by coordinating with vendors for parts and repairs, troubleshooting system and network issues, configuring automated computer power schedules, and implementing kiosk mode to restrict visitor access on Android devices ensuring proper up time of exhibits for over **700+ daily visitors**.
- Created a **PowerShell-based automation** script to manage video file transfers between exhibit machines and a central vetting PC, using Windows Task Scheduler to automate nightly pruning of outdated content and prevent storage overflow.

Amazon - Grocery Experience Department

Irvine, CA

Software Development Engineer

Dec. 2023 – Dec. 2024

- Designed and developed **object-oriented** software to enhance grocery search UI across Amazon.com and international partners like Whole Foods and Morrison's.
- Developed an **AWS CDK** construct in **TypeScript** to generate customizable **CloudWatch** metrics for internal Amazon APIs, incorporating thresholds with alarms that cut tickets to our team when breached, and metrics like latency, availability, and CPU time, that get deployed across multiple AWS regions.
- Monitored projects that are visible to over **3.4 million** customers to catch and triage any defects or bugs that are customer impacting, which resulted in the successful launch of a new Add-To-Cart feature on Amazon Fresh and Whole Foods search that is live today.
- Reviewed **50+ Java** and **JavaScript** code submissions to ensure errors are caught in development and follow best practices, and submitted **60+ code reviews**.

Pennymac - Application Development Corporate

Agoura Hills, CA

Application Development Intern

Jun. 2023 – Aug. 2023

- Developed an input processing program for the finance department that converts an English-like language into **Python** code, and had to take into consideration edge cases from pre-written statements.
- Implemented a conversion algorithm from the Python code into **JSON** format for future execution, using CSV data to determine how to store each Python script.
- Created a grammar for financial analysts to follow for newly added statements, enforcing good coding practice and less risks for bugs that were previously added.

EDUCATION

California State University, Northridge

Northridge, CA

Bachelor of Science in Computer Science; GPA: 3.7

Aug. 2019 – May 2023

Minor in Mathematics

Honors: Dean's List (Fall 2019 - Spring 2020), (Fall 2021 - Spring 2023)

ACHIEVEMENTS

FAANG Coding Club

Northridge, CA

President

Feb. 2021 – Jun. 2022

- Founded a club at my university to enhance interview and class performance by **leading programming workshops and tutorials** on computer science topics such as Binary Trees, Linked Lists, and Algorithms with the Java programming language.
- Around **20 sophomore and junior** university students participated in the club over the course of **1.5 years**, which students have said filled a gap in learning for them.

CODE FOR A CAUSE Coding Competition

Northridge, CA

Winning Team

Jan.21-23 2023

- Led my group in developing a cross-platform **React Native** mobile application for tracking eye drop medication for post-surgery patients by organizing and prioritizing project requirements.
- Contributed to the design and functionality of the app, resulting in a user-friendly prototype that won us the competition due to it being the most functional, judged by **10+ software engineers** in Northrop Grumman and others.
- Gained git experience dealing with merge requests and merge conflicts, quickly learning within the **24 hour duration** of the competition.

PROJECTS

Ka-Chonk (Online Party Game) | *React, TypeScript, Node.js, Express, Webpack* Feb. 2025 – Present

- Developing an online party game using **JavaScript Websockets** where users connect to the host session on their mobile phones and vote on the funniest responses to prompts.
- Designed the host screen using **React.js** and **TypeScript**, with shared state managed via React Context, and built the mobile player view in **vanilla JavaScript** bundled together with **Webpack**, dynamically updating the UI based on **WebSocket** messages from the server.
- Developed a **Node.js server** that manages game logic, such as moving players to the next round, collecting entered prompt answers and sending them to other players for voting, and the list of player votes to the host.
- Designed UI mockups in **Figma** then implemented consistent styling throughout the frontend using **Sass**.

Advisement Sign-In Application | *React, Firebase* Jan. 2023 – Mar. 2023

- Developed an online sign-in sheet to replace pen-and-paper method for the CADV Advising Department at my university, including an admin view of the data with an export feature to CSV.
- Implemented a QR code-based access method that is posted in front of the CADV advisement office on campus allowing students to quickly sign in using their mobile device, simplifying the process for both students and staff.
- Used by over **650 students** for more than **2 years**; staff have expressed gratitude for the efficiency it's brought to the team.

TECHNICAL SKILLS

Languages: Java, Python, TypeScript, JavaScript, SQL, HTML/CSS, SASS

Frameworks: React, React Native, Node.js, Webpack

Developer Tools: AWS CDK, Jira, Git, Figma, IntelliJ, VS Code, Firebase, NocoDB

Human Languages: English (Fluent), Spanish (Intermediate)