

# Lorenzo Hernandez

## Frontend Web Developer

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LinkedIn - <https://www.linkedin.com/in/larryhernandez>

Github - <http://github.com/lhernandez9x>

Portfolio - <http://lhernandez9x.github.io>

### Summary Statement –

Motivated and eager Front-end Web Developer seeking opportunity for challenge and growth. Passionate about learning and finding new solutions to interesting problems. Detail oriented with a proven track record for problem solving.

### Skills –

#### Software

[Photoshop](#), [Illustrator](#)

#### Code

[HTML \\*](#), [CSS \\*](#), [Javascript \\*](#)

#### CSS/JS Frameworks –

[SASS \\*](#), [jQuery](#), [Knockout](#), [Jasmine](#)

#### Other

[Git \\*](#), [Gulp.js](#), [APIs](#)

\* - Proficient

### Education –

#### Udacity

*Frontend Web Developer Nanodegree*

2016

#### The Art Institute of Pittsburgh

*Web Design and Interactive Media*

2010 – 2012

### Interests –

Off-Roading

Craft Beer

Spending Time with Family

Camping

Relaxing with Friends

Video Games with my Son

### Projects –

#### Feed Reader Tester / Udacity

<http://lhernandez9x.github.io/project-tester>

Wrote comprehensive unit tests, using the Jasmine testing framework, for an RSS Feed Reader application that uses Google's RSS API.

#### Neighborhood Map Project / Udacity

<http://lhernandez9x.github.io/project-neighborhood-map>

A single-page web application, built using the Javascript, which displays a Google Map of an area and various points of interest. Users can search all included landmarks and additional information about a landmark is presented from the Texas History and Wikipedia APIs.

#### Portfolio Website Optimization / Udacity

<http://lhernandez9x.github.io/project-optimize>

Optimize a provided website with a number of optimization- and performance-related issues so that it achieves a target Pagespeed score of 90 and runs at 60 frames per second.

#### Classic Arcade Game Clone / Udacity

<http://lhernandez9x.github.io/project-game>

An HTML5 Canvas powered video game, developed using the best practices in Object Oriented JavaScript.

#### Interactive Resume / Udacity

<http://lhernandez9x.github.io/project-resume>

Developed an interactive resume application using Javascript. Further customized the project by personalizing the design using CSS.

### Experience –

#### Pipeline Operator/ Perry's Oilfield Service

2015-2016

- Quickly learned new skills to effectively troubleshoot equipment
- Increased Compressor runtime from 75% to 98%
- Worked independently, communicated with team via e-mail and text

#### Vacuum Truck Operator / Standard Energy Services

2014-2015

- Received company safety bonus multiple times
- Worked as part of team to increase haul tickets by 5%

#### Truck Driver / PAM Transport

2014-2014

- Learned the laws for proper operation of Commercial Vehicle
- Achieved a 99% on-time delivery
- Obtained Class A-CDL with Tanker Endorsement

#### Trainer / ACS/Xerox

2008-2014

- Learned new problem solving techniques
- Increased support agent productivity by 10%
- Maintained knowledge of technological advances within Cellular industry

#### District Development Manager / Colonial Supplemental

2003-2008

- Developed into the youngest District Manager within Company
- Acquired sales, recruiting, and training skills
- Developed leadership skills
- Increased sales by 10%