Dakota Hernandez

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Portfolio: dakotahernandez.com

Education

Carnegie Mellon University   Aug 2019 - May 2023 (expected)
B.S. in Computer Science, Minor in Game Design
Cumulative GPA: 3.78 / 4.00

Relevant Coursework:
- Algorithm Design and Analysis
- Parallel and Sequential Data Structures and Algorithms
- Distributed Systems
- Great Ideas in Theoretical Computer Science

Activities:
- President (2023), Snowboarding Captain (2022), Alpine Racing and Freestyle Team
- Philanthropy Chairman, Sigma Nu Fraternity Delta Sigma Chapter
- Project Lead, Game Creation Society
- Competitor (CS:GO), CMU Esports

Work Experience

Software Engineering Intern   May 2022 - August 2022
Google

- Experimented with open-source firmware update solutions written in C to conduct firmware updates in google datacenters.
- Augmented an open-source tool to support our target device that can read and write arbitrary firmware blobs to memory.
- Documented process in markdown and created a setup guide for future engineers to extend the project to more devices in the future.

STEP (Student Training in Engineering Program) Intern   May 2021 - August 2021
Google

- Revamped several debug web pages with HTML formatting and added new data displays regarding resource utilization for Borgmaster, Google's job scheduling system.
- Created a tool in C++ that reads through Borgmaster logs and replays RPCs to other internal services for analysis.
- Reviewed changes from other googlers to ensure correct and well-written code.

Research Assistant   January 2021 - May 2021
Carnegie Mellon University

- Developed *Bloomwood Stories: Block Party,* a visual novel in Unity for a research project at CMU with an interdisciplinary team of seventeen people over five months.
- Leveraged several visual novel development tools to streamline the implementation process for our writing team and worked directly with developers to fix bugs in the tools.
- Designed and implemented a system for tracking quest progress across multiple NPCs throughout the novel's story chapters.
- Nominated as a finalist for the Gee Awards in the Informational Learning category.

Skills

- Programming Languages: Python, C, C#, C++, SML, Java, HTML, markdown
- Tech: Unity, GitHub, Google/Office Suites, Windows, macOS, Unix, GDB