
Education **Villanova University - College of Liberal Arts and Sciences** **GPA: 3.6**
B.S. Computer Science May, 2018
Activities: ACM (President), ACM Programming Team,
Cuban American Student Association,
Game Development Club

Skills **Programming Languages:** **Other Technologies:**
Fluent: Java, Javascript SQL, UNIX, Git, HTML5, Node.js, OpenGL, WebGL,
Conversational: Python, Go CSS, ES6, NGINX, AWS, GCE, React.js
Tourist: C#, C++, Solidity

Experience

05/2017 - 08/2017 **Taxfyle** | Miami, FL
Software Engineering Intern

- Integrated deepstream into the Taxfyle platform to capture analytics and user stories.
- Refactored the consumer portal codebase to use MobX for state management.

08/2016 - 12/2016 **Musei Vaticani** | Holy See (Vatican City)
Information Technology Intern

- Created a web application to enable the archiving of images, creation of thumbnails, and search of previously archived images by the Dublin Core Metadata Standard.
- Worked with KR pano to create virtual tours of the Redemptoris Mater and Sistine Chapels.

Projects

08/2017 - present **Blockchain for Identity**
Decentralized Application | Golang | JavaScript (Node.js / React.js)

- Working with a colleague on a blockchain client focused on distributed social identity.
- Designed a delegate Proof of Stake consensus algorithm to improve scalability.

04/2017- 05/2017 **alberthermida.com**
Personal Site and Web Game (desktop) | JavaScript (ES6+)

- Built a simple HTML5 platformer on my personal site, and built a personal site.
- Integrated spatial hashing to optimize collision detection, caching, and attempted to work my way around the slow redraws on a fullscreen high dpi canvas.

Relevant Coursework **Computer Science Courses:** **Other Courses:**
Analysis of Algorithms, Game Development,
Algorithms and Data Structures I, II, & III, Computer Graphics
Programming Languages

Awards **Dean's List** | Fall 2014 - Spring 2017
Rowen Scholarship | Spring 2015 - Spring 2017