

Abel Hernández

SOFTWARE ENGINEER

Guadalupe N.L. | 81-2018-6298 | crisof3097@gmail.com
[linkedin.com/in/achb](https://www.linkedin.com/in/achb) | abel-crisofer.com | github.com/crisofer3097

ABOUT ME

Software engineer with three years of experience in creating modern interfaces and robust systems, specializing in JavaScript, Angular, Tailwind and .NET. I always strive to take on multidisciplinary projects and offer creative solutions that not only solve problems efficiently but also generate long-term strategic value. I am committed to continuous learning to stay up to date with the latest trends.

EXPERIENCE

Full Stack Developer

Tecnoap

Development and maintenance of front-end components using Angular implementation of responsive interfaces, creating efficient UX and UI. I led strategic meetings with clients. As a result, high levels of customer satisfaction, delivery time compliance and alignment with business objectives were maintained. Intensive use of SQL for complex queries, creation and optimization of views, stored procedures and triggers and OLAP data modeling (cubes, dimensions and hierarchies).

Tools: Angular, TypeScript, CSS, JavaScript, .NET, SQL (Server/MySQL), Spring, Docker, Maven, Git/GitHub, RESTful APIs, Linux.

Systems Engineer

Corporativo Surman

Improve administrative processes to shorten delivery times. Gained international recognition by ranking in the top 3 in his role for his performance in activities. Maintenance and administration of servers and equipment in LAN and WAN networks: monitoring, patches, backups and incident response.

Tools: DMS (Document Management Systems), Microsoft Office, Monitoring Tools, SQL Server, Linux.

Developer / Project Manager

FIME - Laboratorio de Realidad Virtual Inmersiva

Development and integration of virtual reality projects featured in the main entrance and on the official website. Led teams and coordinated project development (3D design, programming, content) to deliver immersive experiences. Optimized project management by applying agile methods to accelerate progress and improve team coordination.

Tools: Unity, .NET, C# (C Sharp), JavaScript, Git/GitHub, Android Studio, Blender.

PROJECTS

Gym Diary - Development, Independent, June 2025 - December 2026

- Mobile application for recording workouts using Flutter and SQLite. The application allows you to create templates, record new exercises, import or export data, and includes a calendar and integrated AI chat.
- The entire system was created with the aim of learning how to use the aforementioned tools.

Local File Server - Implementation, Corporativo Surman, April 2025 - March 2024

- Configuration and implementation of local backup server, department-based permission controls.
- The implementation improved data protection and enabled employees to improve their workflow within their assigned areas.

Virtual tour - Improvements and Deployment, UANL, March 2024 - February 2025

- Support the existing website by designing and implementing new interactive areas, improving the overall user experience.
- Contribute to ongoing maintenance and environment management tasks for test and production modes, deploying the project for entertainment use: <https://recorridovirtual.com>

Payroll Management - Development, Banorte, January 2022 - July 2022

- Web-based payroll system in PHP/MySQL for managing employees, attendance and salary calculations.
- I developed the entire PHP backend structure, MySQL, automating payroll processes. This system centralized employee records and streamlined salary calculations.

EDUCATION

Software Technology Engineer

Universidad Autónoma de Nuevo León

Graduation date: December 2023

WEB PROGRAMMING TECHNICIAN

Universidad Autónoma de Nuevo León

Graduation date: July 2015

SKILLS

Proactivity, Adaptability, Continuous Learning, Time Management and Multitasking, Problem Solving, Effective Communication (English and Spanish), Teamwork and Collaboration.