



Dana Hernández

<https://hey-im-dei.onrender.com/>

Fullstack Developer

Digital Animator

Cloud Computing

Technology has always been my strength; from a young age, I've been able to learn all kinds of software with ease. When I discovered coding, I knew it was the path for me. Throughout my journey, I've gained valuable experience creating interactive products in both educational and artistic fields. I'm passionate about the idea of merging technology with the human experience, and I hope that one day I'll be able to develop code that allows people to control their environment with just their minds.

EXPERIENCE

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 Inglés | Español

Cloud Computing



Coding/Web



Design/Animation



Web Master | 2025 - present day

Payphone

- I am responsible for the development of the Payphone website using technologies such as Webflow, HTML, CSS, JS, and Figma. I create landing pages for marketing purposes, implement tags in GTM for reporting in GA4, handle technical SEO, and implement new functionalities on the website.

Líder de proyectos y desarrollo interactivo | 2019 - 2025

SkillOn

- Improved the authentication process of the company's LRS by implementing a more secure token-based system using the Passport module in Node.js.
- Developed interfaces for SCORM courses integrated into the LMS.
- I specialize in building interactive simulators for educational purposes. One of my most notable projects was the development of a simulator for the "Escuela de Cajas," where participants have 45 seconds to correctly enter a series of random numbers. The simulator displays 10 random numbers and validates in real time whether the user inputs them correctly. At the end, the system automatically sends the score to the LMS.

Fullstack Developer | 2024

Retroplayer

- This was a personal project where I developed a CRUD application for an online MP3 music player, allowing users to store their MP3 files. The biggest challenge I faced was handling cloud storage. To solve this, I used the Google API to create a folder with special permissions. When uploading an MP3 file using the Multer module, I received a proxy link in return, which was then stored in the database. With this setup, my React-based frontend loaded each user's song list dynamically.

Interactive Media Developer | 2019

Interactive Hologram

- For this project, I used Resolume Arena 6 to manage image projection, which I then connected to Processing. Through code, Processing controlled a sound-reactive mask, allowing me to create an interactive hologram.

Front-end developer | 2019

cAPPabilities

- Front-end development of the first prototype of the application.

EDUCATION

CEI Madrid | 2024-2025

Master Fullstack Developer y Master Cloud Computing

- Wordpress - Figma - Heuristic Analysis - Design Thinking - Design Sprint - UX/UI - Lean - HTML - CSS - JS - NodeJS - Express - MongoDB - Postgres - React - Git - AWS - GCP - Azure

Universidad San Francisco de Quito | 2018

Bachelor's Degree in Digital Animation

- Adobe Photoshop - Adobe Illustrator - Adobe After Effects - Adobe Audition - Toon Boom Harmony - Unreal Engine - Maya