



Blake Herrera

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S U M M A R Y

University of Texas CS graduate with software engineering experience in both FAANG and consulting environments. Strong public speaking and leadership skills, seeking positions in the Austin area.

E D U C A T I O N

Bachelor of Science and Arts, Computer Science (University of Texas, 2024)
University of Texas Japanese Language Certificate (2022)

W O R K E X P E R I E N C E

Software Engineer, Casa Mechanical Services (February 2024 -): Leading a rebuild of a legacy Access 2000 application that was built to run a medium sized Plumbing/HVAC company. Current project is being rebuilt with React, using AWS services like Cognito, RDS, S3, and Amplify to handle backend logistics for databases, user authentication, and more.

UG Assistant and Game Developer, UT Department of Asian Studies, Japanese (March 2022 - May 2023): Created a number of Japanese language-related HTML5 games for UT Austin's Japanese website JOSHU. Games were built in the Defold game engine, written in Lua. Also working as a video editing assistant/general technical advisor for the UT Japanese Department.

Facebook Software Engineering Intern, Meta (May 2022 – August 2022): Worked with various web technologies including Hack, PHP, XHP, GraphQL, and React as a part of the Facebook Civic Connections and Facebook Privacy Experience teams in New York City.

Android Engineering Intern, Facebook (June 2021 – August 2021): Created a full stack proof-of-concept NIL platform in 4 weeks to crowdsource donations to college athletes, giving them the ability to benefit from new NCAA regulations that went in to effect on July 1, 2021. Also created a number of side projects through a CodePath Android development course, including a Twitter client, an Instagram clone, and a Flixster-like movie information app.

Contract React.js Developer, ScanData Systems (August 2019 – May 2020): Created a React-based parcel transportation management web application to manage all shipments at distribution centers for the #1 Meal Kit Delivery Service in the United States. Worked with a team on various projects/demos for ScanData customers including the #1 Retailer in the US and the #1 Meal Kit Delivery Service.

T E C H N I C A L B A C K G R O U N D

Programming LanguagesC++, C, C#, Java, Lua, HTML, CSS, Javascript, React
Game Development ToolsUnity, Unreal, Defold
Other Technical SkillsFinal Cut, Adobe Photoshop, SketchUp, Autodesk Maya