

Hernany Torres

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EDUCATION

University of California San Diego (UCSD)

B.S. Cognitive Science, Specialization in Design and Interaction

Minor in Computer Science

La Jolla, California | **Expected June 2027**

San Diego City College, A.S. Liberal Arts and Sciences: Mathematics and Pre-Engineering

San Diego, California | September 2022 - **June 2025**

Organizations, Activities & Experience

KSDT Radio | *Computer Engineer / Web Developer*

UCSD | May 2026 - Present

- Develop the station's website with a student dev team using Next.js and TypeScript, collaborating through GitHub
- Building pages from shared Figma designs, translating UI mockups into responsive components

Small Business - Vintage Clothing Seller | *Owner (Self-Employed)*

August 2020 - Present

- Source, price, and curate vintage inventory based on market research into resale and seasonal trends
- Plan and manage pop-up events, vendor collaborations, and logistics
- Lead a small business to achieve consistent revenue growth and maintain customer satisfaction
- Photograph products through styled flatlays and edit images to maintain a consistent visual brand

Design For America IDEA Program | *Apprentice*

UCSD | September 2025 - January 2026

- Served as Project Manager within a design team focused on UI/UX innovation for The Nature Conservancy
- Developed and guided project goals, aligning design and research efforts to achieve measurable impact
- Led team meetings, set deadlines, and ensured effective communication and coordination among designers

Bilingualism in Context | *Research Assistant*

UCSD | September 2025 - December 2025

- Listened and analyzed audio stimuli in English and Spanish to collect and code linguistic data
- Contributed to data quality control and organization in Excel

GATE Center for Electric Drive Transportation | *App Developer*

SDSU | June 2024 - October 2024

- Collaborated with post-doctoral EE's to design and develop an Android application that tracks and visualizes research data
- Built features in Kotlin and ran design iterations and usability testing for engineering researchers

Projects

San Ysidro Archive | *Web Developer*

June 2026 - Present

- Curated and organized archival data, artifacts, and documents
- Designed and built a San Ysidro community history site with a photo library, collections, and video profiles
- Built an image compression pipeline and resolved SPA routing issues to improve page load performance

Work Experience

Starbucks | *Barista*

April 2026 - Present

- Deliver quality barista service in a high-volume environment
- Collaborate with associates during peak rushes to maintain speed of service and store cleanliness

PacSun | *Retail Sales Associate*

November 2025 - May 2026

- Delivered customer-centered service while processing POS transactions and handling high-volume sales periods
- Executed merchandising and inventory management to ensure accurate stock levels and appealing product displays

In - N - Out | *Associate / Clean Up Crew*

September 2022 - April 2024

- Delivered excellent customer service by assisting and addressing needs promptly
- Collaborated in a fast-paced, team-oriented environment to ensure smooth operations and high efficiency

Skills

UI/UX Research & Design: Figma, Canva, Adobe Photoshop, Illustrator, Lightroom, InDesign, Framer, Notion, WordPress

Development Skills: React, JavaScript, Tailwind CSS, HTML, Vite, Git/GitHub, Kotlin, MongoDB, Next.js, TypeScript

Additional Skills: Proficient in Microsoft Excel, Google Sheets, Analytics.

Language: Bilingual, Fluent in Spanish and English