Santiago Hernandez

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OBJECTIVE

Software developer specializing in C++ VR development through Unreal Engine. I am looking for a full-time job or internship that will broaden my VR/AR knowledge and help me grow as a person and developer.

TECHNICAL PROJECTS

VR (Architecture Explorer and Light Painter)
- Used Unreal Engine to build various forms of VR locomotion systems (Blinkers, Teleporting, Climbing).
- Coded a VR Application in C++ that draws and saves paintings using the Oculus Quest 2 hand controllers.
- Designed VR UI using Figma and Built a User interface in Unreal that loads various paintings.
- Learned VR Performance Optimization to keep Light Painter and future projects running at 90 fps.

C++ UE4 (Toon Tanks and Simple Shooter)
- Created projectiles used by tanks and turrets to create a tank game.
- Created and applied animations, gun classes, and behavior trees to create a simple shooter game.
- Made sure to write reusable code.

Pathfinder Visualizer Project
- Used React framework to construct a Pathfinding Visualizer that finds the shortest path between two Nodes.
- Used pathfinding algorithms and CSS transitions to illustrate the shortest path.
- Organized project to meet standard Software Engineering practices.

WORK EXPERIENCE

Zero Latency (VR) – Game Master   October 2020 – Present
- Handled and maintained HP VR equipment including the Reverb G1/G2 and HP Workstation Backpack.
- Troubleshooted equipment due to equipment malfunctions.

Pappasito's Cantina - Server   May 2018 – August 2020
- Provided great service through multitasking and teamwork in a fast-paced environment.

Wilsons Leather – Sales Associate   October 2016 – May 2018
- Took care of shipment, customers, transactions, and maintenance of the store.

SKILLS

- **Languages:**   C++, React Js, JavaScript, HTML, CSS, Python, and Spanish
- **Other Programs:**   Unreal Engine, Blender, Substance Painter, and Photoshop
- **Experience:**   Data Structures, Algorithms, Time complexity Analysis, Sales, Serving, and Presenting

VOLUNTEERING

Bonfire- Member
- Helped private properties clear up land through manual labor with A&M students.

Christmas Fiesta event- Performer
- Volunteered as a Christmas show performer and handed out gifts to kids in need.

Big Event- Volunteer
- Helped out the College Station by cleaning, organizing, and building for the community.

Lone Star College- *Associates in Computer Science*   August 2016 – December 2021
GPA: 3.25

Texas A&M University- *Computer Engineering*   August 2018 – May 2020
GPA: 2.511