Santiago Hernandez

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Portfolio: http://vidssk.github.io/Santiagos-Portfolio/

OBJECTIVE

Software Developer specializing in C/C++. I am looking for a full-time job or internship that will help me grow as a full-stack developer.

EDUCATION

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

Lone Star College- *Basics*   August 2016 – July 2022
GPA: 3.22

University of Texas at Arlington- *Computer Engineering*   August 2022 – Present

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 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 Simple Shooter Game
- Made sure to write reusable code.

Pathfinder Visualizer Project
- Use 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 – August 2022
- Handled and cared for HP VR Equipment including Reverb G1and HP Workstation Backpack.
- Performed troubleshooting due to backpack malfunctions.

Pappasito's Cantina - Server   May 2018- August 2020
- Provided great service using teamwork and multitasking 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++, C, ReactJs, JavaScript, HTML, CSS, and Spanish
- **Other Programs:**   Unreal Engine, Blender, Substance Painter
- **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.

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