

## Santiago Hernandez

Email: [santiagohernandez120199@gmail.com](mailto:santiagohernandez120199@gmail.com) | Phone: (832) 782-3526  
Portfolio: <http://vidssk.github.io/Santiagos-Portfolio/>

### 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

---

|  |                         |
|--|-------------------------|
| <b>Zero Latency (VR)</b> – Game Master   | October 2020 – Present  |
| <ul style="list-style-type: none"><li>• Handled and maintained HP VR equipment including the Reverb G1/G2 and HP Workstation Backpack.</li><li>• Troubleshooted equipment due to equipment malfunctions.</li></ul> |                         |
| <b>Pappasito's Cantina</b> - Server  | May 2018 – August 2020  |
| <ul style="list-style-type: none"><li>• Provided great service through multitasking and teamwork in a fast-paced environment.</li></ul>  |                         |
| <b>Wilsons Leather</b> – Sales Associate   | October 2016 – May 2018 |
| <ul style="list-style-type: none"><li>• Took care of shipment, customers, transactions, and maintenance of the store.</li></ul>  |                         |

### SKILLS

---

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

### VOLUNTEERING

---

|   |
|---|
| <b>Bonfire-</b> Member  |
| <ul style="list-style-type: none"><li>• Helped private properties clear up land through manual labor with A&amp;M students.</li></ul>     |
| <b>Christmas Fiesta event-</b> Performer  |
| <ul style="list-style-type: none"><li>• Volunteered as a Christmas show performer and handed out gifts to kids in need.</li></ul>         |
| <b>Big Event-</b> Volunteer   |
| <ul style="list-style-type: none"><li>• Helped out the College Station by cleaning, organizing, and building for the community.</li></ul> |

---

|   |                            |
|---|----------------------------|
| <b>Lone Star College-</b> <i>Associates in Computer Science</i> | August 2016 – January 2022 |
| GPA: 3.25   |                            |
| <b>Texas A&amp;M University-</b> <i>Computer Engineering</i>    | August 2018 – May 2020     |
| GPA: 2.511  |                            |