

Jeremiah Hernandez

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EDUCATION

University of Houston Bachelor of Science in Computer Science	Houston, TX Aug 2024 - May 2026
Lone Star College - University Park Associate of Science in Computer Science	Houston, TX Aug 2022 - May 2024
Relevant Coursework: Programming & Data Structures, Computer Organization & Architecture, Discrete Math, Linear Algebra, Programming Fundamentals	

EXPERIENCE

Worldwide Flight Services <i>Ramp Agent</i>	Houston, TX Mar 2023 - Jun 2023
<ul style="list-style-type: none">Safely and efficiently managed the loading and unloading of baggage, cargo, and mail onto aircraft, ensuring compliance with weight distribution and safety regulations.Operated ground support equipment (GSE), including tugs, belt loaders, and baggage carts, to transport items between terminals and aircraft.	
<i>Baggage Coordinator</i>	Jun 2023 - Aug 2024
<ul style="list-style-type: none">Supervised and coordinated a team of baggage handlers and ramp agents to ensure efficient and accurate handling of luggage, cargo, and mail.Utilized baggage tracking systems and software to monitor the movement of luggage and generate reports for management.Collaborated with other departments, such as customer service and flight operations, to address and resolve baggage-related challenges.	

PROJECTS

Graphics Engine <i>OpenGL, C++, Visual Studio</i>	Jan 2025 - Present
<ul style="list-style-type: none">Developed a graphic engine using OpenGL and GLFW for rendering and window management.Implemented core features such as 3D model loading, texture mapping, lighting, and camera controls.Utilized CMake for cross-platform build configuration, ensuring seamless integration and scalability.	
Ball Maze Game <i>Unreal Engine</i>	Nov 2024 - Jan 2025
<ul style="list-style-type: none">Designed and developed a top-down maze game using Unreal Engine, showcasing skills in game design, level creation, and physics-based mechanics.Implemented intuitive controls, dynamic obstacles, and goal-oriented gameplay.This project highlights creativity, problem-solving, and proficiency in game development tools.	

TECHNICAL SKILLS

Languages: C++, Python, HTML, CSS, R
Developer Tools: Git/GitHub, Visual Studio, Unreal Engine, R-Studio

LEADERSHIP & INVOLVEMENTS

Code[Coogs] <i>Active Member</i>	Jan 2025 - Present
<ul style="list-style-type: none">Participating in club activities and collaborating to create team projects	
CougarCS <i>Active Member</i>	
<ul style="list-style-type: none">Actively participating in the University of Houston's largest student-run Computer Science Organization which provides workshops, career fairs, and more.	
Pathfinder Counselor	Aug 2021 - Aug 2024
<ul style="list-style-type: none">Volunteered as a Pathfinder counselor within my Seventh-Day Adventist Church, mentoring youth in spiritual growth, leadership skills, and community service.	