

Jeremiah Hernandez

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EDUCATION

University of Houston

Bachelor of Science in Computer Science | GPA: 3.3

Houston, TX

May 2026

Relevant Coursework: Programming & Data Structures, Computer Organization & Architecture, Discrete Math, Linear Algebra, Programming Fundamentals

EXPERIENCE

Worldwide Flight Services

Baggage Coordinator

Houston, TX

Jun 2023 - Aug 2024

- Coordinated baggage operations for international airlines, ensuring timely luggage delivery and resolving lost/delayed baggage issues.
- Implemented a real-time tracking system and trained staff on efficient handling procedures to improve operational efficiency.
- Reduced baggage mishandling by 25% and increased on-time delivery rates by 15%, earning positive feedback from passengers and airlines.

Ramp Agent

Mar 2023 - Jun 2023

- Supported ground operations for daily flights, ensuring safe and timely aircraft loading, unloading, and baggage handling.
- To maximize efficiency, I coordinated closely with team members and communicated effectively with pilots, ground crew, and flight attendants. I consistently adhered to strict safety guidelines, conducted thorough equipment inspections, and prioritized timely operations to meet tight departure schedules.
- My efforts contributed to a 15% reduction in turnaround time delay, as measured by internal performance metrics. Additionally, I received recognition from my supervisor for maintaining a perfect safety record during my tenure.

PROJECTS

Graphics Engine | OpenGL, C++, Visual Studio

Jan 2025 - Present

- 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 | Unreal Engine

Nov 2024 - Jan 2025

- 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, Javascript, R

Developer Tools: Git/GitHub, Visual Studio, Unreal Engine, R-Studio

LEADERSHIP & INVOLVEMENTS

Code[Coogs] | Active Member

Jan 2025 - Present

- Participating in club activities and collaborating to create team projects

CougarCS | Active Member

- 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

- Volunteered as a Pathfinder counselor within my Seventh-Day Adventist Church, mentoring youth in spiritual growth, leadership skills, and community service.