

Santiago Castaneda M.

([LinkedIn](#) - [GitHub](#))

Long Island City, NY
(407) – 921 – 2365

Portfolio Online
santiagocm98@hotmail.com

SUMMARY

Game Engineer passionate to learn, design and develop new ideas every day. A fast learner with strong memorizing and management skills. Eager to learn and polish technical skills with every new challenge encountered through development. Determined to work with others to create high-quality products to engrave experiences on player's minds. Focused on C# development with Java and Python as secondary.

SUMMARY OF SKILLS

Unity 5+	Unity Game Optimization	Microsoft Office
C# / Java	Unity Android - IOS	Microsoft Visual Studio
.NET Framework	Perforce Version Control	Gameplay Prototyping
HTML / CSS	SourceTree Version Control	Testing & Debugging
Python	Scrum & Agile Methodologies	Fluent in Spanish & English

EXPERIENCE

Unity Developer Internship	Space Dwarves Entertainment	August 2018 - Present
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- Implementing and Maintaining functionality with C#, remote servers, and MySQL databases.
- Working together with Project Owners and Design Leads, to develop well-structured features.
- Closely developing on user interface, C#, and systems design to create user-friendly game interactions.
- Collaborating with Project Leads to develop and implement influential game systems for online features.
- Providing constructive documentation, informing other team members of progress, and limitations.

Unity Game Engineer	Lux	May 2018 - Present
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- Developing C# finger-based gesture system for an intuitive interaction with cameras, and mechanics.
- Working alongside artist, musicians, and designers to create an efficient workflow.
- Applying game mechanics optimization techniques in Unity3D and C# to create a better product.

Unity Game Engineer	Match Maker – Published	April 2018 – August 2018
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- All C# coding and implementation of features for platforms, such as Android, IOS, and PC.
- Mobile performance and optimization, use of Android SDK, Google Play Services, XCode.
- Creating development tools to generate intuitive workflow and maximize production.
- Implementing all events, tutorials, achievements, and cloud saving, etc.

Game Design Internship	Full Sail University	April 2018 – July 2018
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- Creating game development tools using C# to improve different development phases.
- Documenting and sharing constructive and structured feedback on student projects.
- Debugging and explaining errors in C# while providing solutions from a developer perspective.
- Helping students through the development and finishing process of their games/apps.

EDUCATION

Full Sail University. Winter Park, Florida	June 2016 - March 2018
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Game Design Bachelor of Science. GPA 3.96/4.0

Awards

Valedictorian, Systems Thinking, Level Design, and Project & Portfolio IV.

Colegio Luis Amigó - Colombia

January 2013 – December 2015

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High School graduate with Computer Science & Systems emphasis. GPA 4.5/5.0

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