Santiago Benitez-Fernandez

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OBJECTIVE

Available for co-op/internship for Spring-Summer 2026.

EDUCATION

Rochester Institute of Technology, College of Computing and Information Sciences   **Rochester, NY**
Bachelor of Science, Game Design and Development   Expected May 2028

- GPA: 3.97
- Dean's List every semester
- Interactive Media Development, Problem Solving with Data Structures & Algorithms

TECHNICAL SKILLS

Languages | C#, HTML, CSS
Tools and Frameworks | GitHub, MonoGame, Unity
Foreign Languages | fluent Spanish

PROJECT EXPERIENCE

Dungeon Raider | *Academic Project* https://github.com/ActuallySanta/Dungeon-Raider   **April 2025 – May 2025**

- Developed a 2D top-down action roguelike using the MonoGame framework with C#
- Led a cross-functional team using Agile methodologies to deliver a complete game project ahead of schedule
- Designed and implemented foundational systems and reusable UI tools, establishing development standards that enhanced project scalability and consistency

Blood Money | *Game Jam Project* https://github.com/ActuallySanta/BloodMoney   **October 2024**

- Created a 2D side scrolling action local party game using the Unity Engine within a week
- Won Best Game Overall, Best Music and Best Gameplay for RIT Computer Science House Game Jam
- Collaborated with teammate and delegated artistic tasks in order to improve efficiency and complete game

WORK EXPERIENCE

Gurkhas Curry and Dumpling House   Boulder, CO
Front of House Staff   **May 2021 – May 2022**

- Greeted and welcomed guests to establishment, escorted to table and provided menus and daily specials
- Answered incoming calls for reservations, took phone orders and handed out meals to take-out customers and delivery drivers for third-party platforms
- Took orders and served food and drinks for dine-in customers, making necessary accommodations for dietary restrictions and ensuring guests' satisfaction

CLUBS

Computer Science House   Rochester, NY
Active Member   **August 2024 – Present**

- Attended and hosted multiple technical seminars about various computer science topics
- Lead a co-ed intramural soccer team and coordinated games among fellow students
- Engaged in discourse about organization-wide policies and new member admissions