Santiago Benitez-Fernandez

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OBJECTIVE

Available for programming 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

Don't Lose Your Head! | *Game Jam* https://github.com/ActuallySanta/Scream-Jam-2025   **October 2025**

- Designed and lead a 2D side scroller puzzle platformer using the **Unity** engine with **C#**
- Ranked in the top 25% of games in creativity in a Game Jam with over 900 entries
- Led a multidisciplinary team with artists and programmers with multiple stand ups during the Game Jam
- Implemented the game's camera and a refactoring of the player controller to fix bugs and design flaws

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* 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

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