

Santiago Guzman

>>> SOFTWARE ENGINEER

PERSONAL SUMMARY

A Self Taught and passionate programmer who has experience with C++, C# and Proficient with Python.

CONTACT INFO

Texas, United States

Phone: (956) 458-8493

Email:

Santiago.Guzmanjr1101@gmail.com

SKILLS

- Proficient in 6 programming languages: C/C++, C#, Python
- Fluent in English, and Spanish
- Excellent communication skills

ACADEMIC BACKGROUND

Full Sail University

BS Computer Science | Graduate 2022

- Software Engineering
- Linear Algebra. Analysis, Physics
- Software Design Methodology, Data Structures, Algorithm Design
- Information & Database Systems

Extracurricular Activities

(EA) Virtual Experience Program | Program Participant

- Python, C++
- Game Engine Technology
- Mitigation Cyber Vulnerabilities

PORTFOLIO LINK

[Santiago Guzman Portfolio](#)

EXPEIENCE

Private. Id

(Freelance, Intern) data augmentation and testing

- prepare data for machine learning, test currently running software
- prepare systems for use and other requirements.

PROJECTS

Snake game

Uses C++ and SDL

- Game where the block grow size every time you collect a block eventually it will look like a snake and game difficulty changes on snake size.

Project Game of life

Uses C# and WinForms

- Zero player game based on the John Horton Conway Game of Life; a cellular automaton written in C#.

Particles

Uses C++ and OpenGL

- Simulation of Particles going around screen to make it look like Milky way.

Hand Gesture Recognition

Uses TensorFlow and Python

CERTIFICATION & LINK

undergraduate CS, Computer Science Certificate | [EA Virtual SWE Certification](#)