Santiago Guzman

>>> SWE

PERSONAL SUMMARY

Motivated Computer Science graduate seeking to launch a career as a Full Time Software Engineer.

CONTACT INFO

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TECHNOLOGIES

- C/C++, C#, Visual Studio
- Familiar: Git, Unity3D, Unreal Engine
- Excellent communication skills

ACADEMIC BACKGROUND

Full Sail University
BS Computer Science

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

Extracurricular Activities
(EA) Virtual Experience Program | Program Participant

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

PORTFOLIO LINK

Santiago Guzman Portfolio

EXPEIENCE

Private Identity LLC
(Software Development Internship | Client-side development, data augmentation and testing)

- involved with software in Web, Android and IOS. was responsible for using git and a variety of other complimentary tasks. Create data and Testing.

PERSONAL PROJECTS

First Person Shooter
Uses Unreal Engine, C++, Blueprints

- Blueprint Interfaces
- State Machines
- A* search algorithm

Classic Space craft Shooter
C#,Unity2d

- Maneuver Ship and shoot incoming enemy targets. game includes Music, SFX for explosions and Dialogue

Horror Survival FPS
Uses Unity3d and C#

- A* search algorithm for Pathfinding
- state machines
- custom interfaces
- dynamic stealth system

CERTIFICATION & LINK

undergraduate CS, Computer Science Certificate | EA Virtual SWE Certification