

# Santiago Guzman

>>> SOFTWARE ENGINEER

## PERSONAL SUMMARY

A Self Taught and Graduate passionate programmer who has proficiency with C/C++, C# and Python.

## CONTACT INFO

Texas, United States

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## SKILLS

- C/C++, C#, Python, HTML, CSS
- 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.

### 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](#)