

Santiago Guzman

»»» SOFTWARE ENGINEER

PERSONAL SUMMARY

Self-Taught & Computer Science student who is interested in contributing in Areas in Software Engineer, Game Programming or Autonomous Vehicles.

CONTACT INFO

Address: Texas, United States

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SKILLS & SOFTWARE

- C/C++, C#, Python, SQL
- Computer Vision, Deep Learning, Sensor Fusion
- Version Control (Git), .NET, Flask, Django, SQL Server, Azure, Visual Studio, PyCharm, OpenCV, Tensor Flow, Keras, Unity
- Windows & Linux
- Attention to detail & Strong analytical skills
- Fluent in English & Spanish
- Excellent Communication Skills

ACADEMIC BACKGROUND

Full Sail University

BS Computer Science | Graduate in 2022

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

Premier High School

High School Diploma | 2009 to 2011

- Academics

PORTFOLIO LINK

[Santiago Guzman Portfolio](#)

([crypto789.github.io](#)).

PROJECTS & EXPERIENCES

Course Project Game of life

Uses C# and WinForms

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

Self-Project Snake game

Uses C++ and SDL

Description: 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.

Self-Project Image Classification

Uses TensorFlow, Keras, Python, Jupyter

Description: An image classifier using convolutional neural networks, with dataset images of cats and dogs.

Self-Project Particles

Uses C++ and OpenGL

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

Self-Projects within the scope of Coursera using CARLA

Description: State Estimation, Localization, Motion Planning and Visual Perception