Santiago Guzman

>>> SWE

PERSONAL SUMMARY

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

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CONTACT INFO

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TECHNOLOGIES

- C++, C#, JavaScript, 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

3rd Person Shooter
Uses Unreal Engine, C++, Blueprints

Home Self Project action shooter. game includes weapon UI, smart NPC, and weapon pick ups.

Snake Game
uses C++ and SDL

Classic Game where the block grow size every time you collect a block. eventually speed will change on snake size.

Horror Survival FPS
Uses Unity3d and C#
Home self-Project Horror game includes smart NPCs, interactive world and missions.

The Game of Life is a cellular automaton
uses C# and WINFORMS

A window application created using C# and .NET framework, Game based on zero-player game automation created by John Horton Conway

CERTIFICATION & LINK

EA Virtual SWE Certification