

EMMANUEL SILVA SANTISTEBAN

INFORMATICS ENGINEERING STUDENT

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ABOUT ME

Skilled programmer and a passionate for game development, currently in my last years of University with a focus on indie dev projects with a group of friends while working on an investigation project alongside my studies. I am deeply interested in learning more about game development and aspiring to get into a renowned game studio. I want to learn how complex game systems are managed within larger companies

EDUCATION

PUCP Pontifical Catholic University of Peru
Informatics Engineering

January 2019 - December 2024
Bachelor of Science

RELEVANT COURSEWORK

- Introduction to AI
- Data structures and Algorithms
- Analytical Geometry
- Videogame Production
- Distributed Programming
- Object Oriente Programming

PROJECTS AND EXPERIENCE

Avatar Group PUCP, Remote | Software Development Intern

January 2024 - July 2024

App developed by a team of 11 for an Investigation project from my University using the Unity Game Engine

- Developed functional prototypes for many app features
- Developed the mind map creator for the note taking module interacting with the unity input events system.
 - Developed save and load system using the Newtonsoft.JsonConverter for the user mind maps
- Implemented an state machine to control the flow between the different views
 - This feature facilitated the implementation of newly created views

Dron 2990, Remote | Lead Developer

January 2023 - December 2023

Game developed by a team of 7 for the Game Jam Plus 22/23 using the Unity Game Engine

- Created an editor window to implement the level, enemy and bullet creators
 - This feature empowered team members to create content in the game without knowing the low level machinery
- Used splines to create the paths enemies would follow
 - Also added visual cues for game designers to use the tool more smoothly

Extraterrarium, Remote | Gameplay Programmer

December 2023 - January 2024

Game developed by a team of 7 for the Game Jam Plus 23/24 using the Unity Game Engine

- Created steering behaviours to control the fish enemies.
- Implemented the area of effect of a geiser using the physics raycasting interface.
- Created the tilemaps used for creating the level through the Unity tilemap creator.

SKILLS

- Experience in leading and working with teams.
- 3 years of experience of Unity with C#.
- 1 year of experience using Git and Github.
- 3 years of experience using C/C++.
- 2 years of experience using Javascript, CSS and HTML5.
- Experience using Ruby, Lua, Java.