



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
 - Distributed Programming
 - Analytical Geometry
 - Videogame Production
 - Object Oriented Programming
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PROJECTS AND EXPERIENCE

Avatar Group PUCP, Remote / Software Development Intern

January 2024 - July 2024

- Investigation Project for my University developed in the Unity Game Engine
- Developed functional prototypes for many app features
- Developed the mind map creator for the note taking module
 - Developed save and load system 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 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 implement enemy movement
 - Also added visual cues for game designers to use the tool more easily