EMMANUEL SILVA SANTISTEBAN

INFORMATICS ENGINEERING STUDENT

📞 (+51) 942 860 834　　✉ a20190702@pucp.edu.pe　　🏠 esilvasantisteban.github.io

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 devlopment 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　　　　　　**January 2019 - December 2024**
Informatics Engineering　　　　　　　　　　　　　　　　　　　　　　　　Bachelor of Science

RELEVANT COURSEWORK

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

PROJECTS AND EXPERIENCE

Avatar Group PUCP, Remote　　　　　　　　　　　　**January 2024 - July 2024**
Software Development Intern　　　　　　　　　　　　　　　　　　　　　Bachelor of Science

- Investigation Project for my University developed in the Unity Game Engine
- Developed functiontal 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　　　　　　　　　　　　　　　　　**January 2023 - December 2023**
Lead Developer　　　　　　　　　　　　　　　　　　　　　　　　　　　Bachelor of Science

- 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 to implement enemy movement
  - Also added visual cues for game desigers to use the tool more easely