EMMANUEL SILVA SANTISTEBAN

INFORMATICS ENGINEERING STUDENT

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ABOUT ME

I am a skilled programmer and passionate about game development, currently in my final years of university with a focus on indie development projects with a group of friends. Concurrently, I am working on an investigation project alongside my studies. I am deeply interested in learning more about game development and aspire to join a renowned game studio. I want to understand 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
- Analytical Geometry
- Videogame Production
- Distributed Programming
- Object Oriented 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 functiontal prototypes for many app features
- Developed the mind map creator for the note-taking module using Unity's event 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 regardless of knowing the low level machinery
- Implemented an spline creator to develop the paths followed by enemy waves
  - Also added visual cues in the editor for game designers to use

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.

Extraterrarium, Remote | Gameplay Programmer   **January 2024- February 2024**

Game developed by a team of 7 for the **Global Game Jam 2024** using the **Unity Game Engine**

- Used the DOTween library to implement cards animations
- Implemented a dialog system for the Robot to communicate with the user
- Stored cards' data through Scriptable objects
- Controlled the game flux using an state machine

SKILLS

- Experience in leading and working with teams.
- 3 years of experience of Unity with C#.
- 1 year of experience using Git and Github.
- Experience working with HLSL in Unity.
- 3 years of experience using C/C++.
- Experience using Javascript, CSS and HTML5.
- Experience using Ruby, Lua, Java.
- Experience as a volunteer and mentor in 5 industry events.