

DORIAN SANTIAGO

(386) 500-6088 | doriansantiago0205@gmail.com

PROFESSIONAL SUMMARY

Game Design Intern candidate passionate about creating immersive and engaging gameplay experiences. Pursuing a B.S. in Computer Science with a concentration in Game Development (expected May 2027). Experienced with Unreal Engine, C++, Python, and gameplay systems. Skilled at designing combat systems, enemy AI, puzzles, and multiplayer mechanics. Strong collaborator with proven leadership and tutoring experience.

EDUCATION

Florida Polytechnic University - Lakeland, FL Bachelor of Science in Computer Science, Game Development
(Expected Graduation: May 2027)

EXPERIENCE

Student Assistant - Computer Science | Florida Polytechnic University | Aug 2024 - May 2025

- Tutored students in core computer science subjects such as programming, data structures, and algorithms.
- Supported professors with grading and academic assistance.
- Developed communication and leadership skills by mentoring peers.

Crew Member | Chipotle | Jun 2022 - Jul 2024

- Led a team of up to 3 crew members, ensuring efficient service and team coordination.
- Managed customer orders and maintained a positive work environment.
- Strengthened problem-solving and collaboration under fast-paced conditions.

SKILLS

- Programming: C++, Python
- Game Engines: Unreal Engine (Gameplay Ability System, AI, State Trees), Unity (basic)
- Design: Combat mechanics, puzzles, quest systems, multiplayer gameplay
- Communication, Team Leadership, Problem Solving, Collaboration

PROJECTS

Souls-like Action RPG

- Engineered a responsive combat system with melee combos, hit detection, stamina management, and dodge mechanics.
- Designed enemy AI with State Trees, implementing distinct move sets and a multi-phase boss fight with adaptive attack logic.

Disassembled (Survival Horror Game)

- Created interactive quest/puzzle systems using interfaces for clues, doors, inventory, and environmental storytelling.
- Developed stealth mechanics including vaulting and hiding systems to enhance player immersion.
- Implemented level-specific AI behaviors to craft unique challenges.

Tycoon Game

- Developed a functioning cash system with upgrades and player progression mechanics.
- Designed combat mechanics with enemies and diverse weapon systems to maintain replayability.