Santiago Carreño

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EDUCATION

Game Programming Sep 2023 - Present
Centennial College • Toronto, Ontario

Bachelor of Mechatronics Engineering Jan 2015 - Mar 2021
Universidad Militar Nueva Granada • Bogotá, Colombia

- Designed and developed a networked interactive prototype for Lipoma Extraction Surgery Simulation using Unity and C#.

Secondary School Diploma Jan 2009 - Dec 2014
Colegio San Felipe Neri • Bogotá, Colombia

SKILLS

- Strong problem-solving skills for addressing technical challenges and optimizing performance.
- Collaborating effectively with multidisciplinary teams, including designers and developers.
- Strong coding skills in C# for application and game development.
- Proficient in version control systems like Git for collaborative software development.
- Experience with game development using Unity game engine.

WORK EXPERIENCE

VR Unity Developer Aug 2022 - Sep 2023
Somnium Space • Prague, Czech Republic

- Implemented a social networking system that allows users to add friends, block other users, create chat conversations, and initiate video calls.
- Implemented responsive user interface with animations, transitions, and interactive elements to enhance the user experience and engagement.
- Established continuous communication with the back end to enable real-time responses.

Unity Developer Nov 2021 - Aug 2022
Consultoria GP S.A.S • Medellin, Colombia

- Renewed and improved the user interface by optimizing and organizing the visual resources and implementing newer tools.
- Integrated services AI-related from Azure such as STT and TTS.
- Led version control efforts for organization employing Git.

VR Developer Jan 2021 - Aug 2021
MPL eLearning XR Services • Bogotá, Colombia

- Created 3D models of equipment, machinery and interior spaces in Blender by using photos and videos as reference.
- Developed interactive VR simulators in Unity for employee training.
- Created libraries to facilitate the process of creating virtual reality (VR) applications.

ACCOMPLISHMENTS

- Paper publication:
  S. Carreño, B. Perez-Gutierrez, A. Uribe-Quevedo and N. Jaimes, “Lipoma Extraction Surgery Simulation in a Multi-user Environment,” 2021
  IEEE Conference on Virtual Reality and 3D User Interfaces Abstracts and Workshops (VRW), 2021, pp. 655-656, doi: 10.1109/VRW52623.2021.00210.