Santiago Abraham Arzaga Martínez

Chihuahua, Chih. 614-283-35-17 • santiagoarzaga@outlook.com • LinkedIn • GitHub

Software Developer
React.js / TypeScript

Dedicated Software Developer and Game Programmer with professional industry experience. Holds a Bachelor of Computer Science and Technology. Thrives in the cohesion of creativity and technical execution, allowing for delivery of robust applications. Passionate about exploring new grounds in software development.

Skills & Interests

- **Programming:** JavaScript, TypeScript, Python, C++, C#, HTML/CSS, SQL
- **Frameworks & Libraries:** React, Django, Nodejs, .NET, ASP.NET, Tailwind CSS
- **Database Management:** PostgreSQL, Microsoft SQL Server, MySQL, MongoDB
- **Tools:** Visual Studio Enterprise/Code, CLion, Git/GitHub, Postman, Unreal Engine, Unity Godot
- **Other Tools:** Auth0, MS Office tools, Windows/UNIX, Premiere Pro, Photoshop, Blender, SAP SuccessFactors
- **Proficiencies:** Agile development, RESTful API Design/Integration, project management, CI/CD Pipelines
- **Languages:** English (B2), Spanish, German (Basic)]
- **Interests:** Video Games, Music, Warhammer 40k, Movies, Anime, Roleplaying Tabletop Games, Rock Climbing,

Work Experience

Game Developer (Programmer & Designer) - April 2024 - April 2025
Mogu, Chihuahua, Mexico
- I worked as a gameplay programmer where I developed multiple games for different clients and developers.
- Developed scalable and reusable systems using OOP principles in Unreal Engine 5 with C++ and Unity C#.
- Collaborated with different teams of people to plan, design and implement core game features and mechanics.
- Delivered functional gameplay mechanics and new features under tight deadlines.

SAP Developer Internship - February. 2022 - July. 2022
Grupo Cementos de Chihuahua, Chihuahua, Mexico
- Collaborated with the HR team to improve internal IT tools.
- Integrated SAP SuccessFactors tool upgrades for better management and user experience.
- Assisted in the implementation of Single Sign On integration.
- Worked with different teams to improve the workflow of digital processes.

Commissioned Projects

NoLimits Web App | Commissioned by NoLimits Gym - August 2025
- Developed a web application for a local Gym with features like membership management, workout routines. user PRs, reports generation and class scheduling.
- Utilized React, Django, PostgreSQL and Auth0 tools

FinRep | Commissioned by FlexBPO - Jan. 2022 - June 2022
- Deployed a web application that generates financial reports using Excel documents, reducing time and effort required by the company
- Utilized Azure, Django, and React tools

Education

B.S in Computer Science and Technology - August 2019 - June 2023
Monterrey Institute of Technology and Higher Education, Monterrey, Mexico
- *Minor:* Game Design with extensive coursework in software and game development
- *ICPC (International Collegiate Programming Contest) contestant.*

Professional Development

- **Implementation of Computing Infrastructure | Certificate**
  Monterrey Institute of Technology, Monterrey, Mexico
- **Development of Computational Algorithms | Certificate**
  Monterrey Institute of Technology, Monterrey, Mexico
- **Development of Software Systems| Certificate**
  Monterrey Institute of Technology, Monterrey, Mexico
- **Video Game Design| Certificate**
  Monterrey Institute of Technology, Monterrey, Mexico