

# SANTIAGO RESTREPO

SantiGameDev.com

Game Developer | Programmer | Technical Artist

SantiagoRestrepoGameDev@gmail.com

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## EDUCATION

### Game Development

Advanced Diploma  
Niagara College | Welland, Ontario  
SEP 2021 – APR 2024

### Architectural Technology

Advanced Diploma  
Mohawk College | Hamilton, Ontario  
SEP 2017 - APR 2020

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## SKILLS

- C#, C++, HLSL
- Shader Graph
- Code based shaders
- Node based shaders
- Procedural generation
- Unity
- Blender
- 3ds Max
- After Effects
- Substance Painter and Designer

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## PROJECTS

### PRODUCER, TECHNICAL ARTIST

Clash For Crust | Seven Seas Studio

SEP 2023 – APR 2024

- Coordinated and oversaw the development of the video game from concept to release.
- Designed, developed, and implemented gameplay mechanics, systems, and features using Unity and C#.
- Collaborated with designers and artists to integrate game assets and animations.
- Conducted regular meetings, including sprint planning using Hansoft, postmortems, and status updates.
- Coded shaders and lighting setups using HLSL and Shader Graph.
- Created the repository and file structuring system to maintain a smooth workflow.

### LEAD PROGRAMMER

Trippy Hippie | Global Game Jam 2024

JAN 2024

- Coded a psychedelic visual style shader using HLSL and Shader Graph to create a realistic and hypnotic “trip-like” state.
  - Developed a procedural tree generation tool that allowed artists to draw a Bezier curve in any shape and size they desired and it would generate a tree of that size, shape and curvature.
  - Formatted and maintained the repository used to ensure a smooth and functional workflow.
  - Modeled and unwrapped various environmental assets. Making them ready for artist texture painting.
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## PROJECTS

### PROGRAMMING TEAM LEAD

NDA Project | Raven Rune Interactive

APR 2023 – SEP 2023

- Designed, prototyped, programmed and implemented a modular, snap grid-based building system in unity, using C# and scriptable objects.
  - Tested and made critical decisions regarding the implementation of mechanics and features created by other team members, to ensure they are aligned with the vision of the project.
  - Provided technical support and troubleshooting assistance to other team members when coding and engine problems occurred, as well as bug fixing to maintain a smooth workflow.
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## AWARDS AND CERTIFICATES

### ASSOCIATE DEANS AWARD OF EXCELLENCE

Niagara College | Welland, Ontario

2024

### DEANS HONOUR ROLL

Mohawk College | Hamilton, Ontario

2021

### SPIRIT AWARD OF EXCELLENCE

Niagara College | Welland, Ontario

2024

### LICENCED DRONE PILOT & OPERATOR

NAV CAN | Canada

2020

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## OTHER EXPERIENCE

### ENGINEERING TECHNOLOGIST

Various Municipalities Across Ontario

JAN 2019 – JAN 2020

- Communicated with concerned residents to address their expectations regarding the municipality's works and efforts to improve the livelihood of the community.
  - Used AutoCAD to create highly detailed draft-ready plans and drawings of municipal buildings and roadways.
  - Used Revit to create highly detailed architectural models of buildings.
  - Used Lumion to light and prepare architectural models for showcasing.
  - Collaborated with transportation engineers to design and evaluate roadway improvements and traffic control devices.
  - Conducted intersection capacity analyses and recommended improvements to enhance traffic flow.
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