

# Santiago Ordonez Merizalde

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Dates of Availability: May 2026 - December 2026

## EDUCATION

<b>Northeastern University - Khoury College of Computer Science</b>	Boston, MA
<i>Candidate for Bachelor of Computer Science, 3.68/4.0 GPA</i>	<i>Aug. 2024 – Expected May 2028</i>
<b>Relevant Courses:</b> Computer Systems, Data Science, Foundations of Cybersecurity, Object-Oriented Design, Introduction to UX Design, Discrete Structures, Introduction to Math Reasoning	
<b>Activities:</b> Northeastern Electric Racing Club	
<b>Honors:</b> Dean's List x2	

## TECHNICAL SKILLS

<b>Programming Languages:</b> Java, JavaScript, HTML/CSS, Lua (Lua), Python, C, L <sup>A</sup> T <sub>E</sub> X
<b>Spoken Languages:</b> English (Native), Spanish (Native)
<b>Frameworks:</b> React, Node.js, JUnit, Next.js, MongoDB, Express.js, Prisma
<b>Developer Tools:</b> Git, Docker, VS Code, Visual Studio, IntelliJ, Rojo, Aftman, Selene
<b>Libraries:</b> NumPy

## EXPERIENCE

<b>Project Manager at Kerr &amp; Tango LLC (Studio for Online Games)</b>	December 2024 – Present
<i>Remote (Windham, NH)</i>	
• Took on a leadership role and managed a team of 20+ developers using long-term experience	
<b>Volunteer at Gumbo Limbo Nature Center</b>	September 2021 – July 2023
<i>Boca Raton, FL</i>	
• Researched the most optimal and interesting paths to take in the nature center	
• Strengthened communication and rapport with 5000+ guests	
• Hosted many sessions teaching sustainability and marine science	
<b>Lead Programmer at Bulk Games LLC (Studio for Online Games)</b>	Sep. 2020 – May 2024
<i>Remote (Rock Hill, SC)</i>	
• Developed 40+ features for a wide variety of projects both big and small including a revamped version of the primary role-play game of the studio (a long term project that took nearly 1.5 years of planning and development)	
• Passed knowledge down to 10+ programmers, ensuring that mentees were included and established in the company	
• Managed a team of 6+ highly experienced programmers that contributed to 67.4 million unique players	
• Learned the ropes of industry standard game development and team management under strong mentorship	

## PROJECTS

<b>Lead Developer of Lore Document Headless CMS</b>   <i>Next.js, MongoDB, OAuth2</i>	July 2025 - Present
• Implemented OAuth2 along with many quality of life features to make the CMS a smooth experience	
• Developed a robust application for internal use that allowed Lore creators to submit documents to the cloud	
<b>Project Manager of Paragon Research Institute (Experience on Roblox)</b>   <i>Luau, Git</i>	May 2024 – Present
• Revolutionized the SCP Serious Roleplay Game genre by being one of the first games that focuses on inclusion	
• Planned and executed 500+ of feature implementations that 1.9 million+ players got to play	
<b>Researcher on Scam Vs. Fraud Cybersecurity Research</b>   <i>Prompt Engineering</i>	April 2025 – April 2025
• Achieved 1st Place, earned Khoury Student Showcase Excellence award in Khoury Apprenticeship Showcase	
• Achieved 95% precision for identifying scams and fraud with pre-trained LLMs and pre-evaluated datasets	

## INTERESTS AND ADDITIONAL SKILLS

### Traveling and Experience in Sports

- Traveled to London, Amsterdam and many other European cities with a passion of learning other cultures
- Member of the Varsity Water Polo and Varsity Swimming team