

Santiago Ordóñez Merizalde

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Dates of Availability: May 2026 - December 2026

EDUCATION

Northeastern University - Khoury College of Computer Science

Boston, MA

Candidate for Bachelor of Computer Science, 3.68/4.0 GPA

Aug. 2024 – Expected May 2028

Relevant Courses: Computer Systems, Data Science, Foundations of Cybersecurity, Object-Oriented Design, Introduction to UX Design, Discrete Structures, Introduction to Math Reasoning

Activities: Northeastern Electric Racing Club

Honors: Dean's List x2

TECHNICAL SKILLS

Programming Languages: Java, JavaScript, HTML/CSS, Lua (Luau), Python, C, \LaTeX

Spoken Languages: English (Native), Spanish (Native)

Frameworks: React, Node.js, JUnit, Next.js, MongoDB, Express.js, Prisma

Developer Tools: Git, Docker, VS Code, Visual Studio, IntelliJ, Rojo, Aftman, Selene

Libraries: NumPy

EXPERIENCE

Project Manager at Kerr & Tango LLC (Studio for Online Games)

December 2024 – Present

Remote (Windham, NH)

- Took on a leadership role and managed a team of 20+ developers using long-term experience
- Supervised and contributed to over 200+ commits and released 100+ updates across multiple projects
- Orchestrated multiple community outreach sessions to communicate project progress and updates

Lead Programmer at Bulk Games LLC (Studio for Online Games)

Feb. 2022 – May 2023

Remote (Rock Hill, SC)

- 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

Volunteer at Gumbo Limbo Nature Center

September 2021 – July 2023

Boca Raton, FL

- 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

PROJECTS

Lead Developer of Lore Document Headless CMS | Next.js, MongoDB, OAuth2

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
- Learned workflow automation by making a headless CMS that enabled instant content updates

Project Manager of Paragon Research Institute (Online Game) | Luau, Git

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

Lead Developer of Project Mineria (Prototype) | Luau, Data Compression

April 2023 - January 2024

- Created a tech demonstration that outlined voxel manipulation with infinite procedural generation
- Invented a compression algorithm that compresses 4000kb 3D matrix voxel data to only 5-30kb

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