

# Santiago Santos

[santysantos.github.io/my-portfolio/](https://santysantos.github.io/my-portfolio/)

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## EDUCATION

### DEC – Video Game Programming

*LaSalle College*

Montreal, QC

Est. May 2026

- **Key Courses:** Game Engine I, II & III, Object Oriented Programming (OOP), Advanced Data Structures.

- **Extracurriculars:** Public Speaking, Team Sports, bE Interactive 3<sup>rd</sup> Place Winner, MGD 1<sup>st</sup> Place Winner.

## TECHNICAL SKILLS

- **Programming Languages:** C++, C#, JavaScript, Java, HTML, CSS, SQL, Blueprints (Unreal Engine).
- **Tools:** Rider, VS Code, Visual Studio Community, Git, GitHub, Perforce, Trello, MC Modding Tools, Google Workspace.
- **Frameworks:** Unreal Engine 5, Unity, Three.js, Fabric (Minecraft Modding), JSON Files, Microsoft Excel.
- **Soft Skills:** Time Management, Team Collaboration, Adaptability, Ownership, Clear Communication, Organization.
- **Languages:** English (Fluent), French(Upper-Intermediate), Spanish (Fluent).

## Projects

### Self Reflection – 3rd Place Winner Behaviour Interactive Game Jam 2025

Montreal, QC

*Behaviour Interactive*

April 2025

- Programmed and implemented **gameplay systems** and **scripted events** using **Blueprints** in **Unreal Engine 5**.
- Collaborated with a **7-person team** using **Perforce** delivering a polished prototype **under 43 hours**.
- Implemented an interactive **UI system** using **Unreal Engine 5 Blueprints**.

### Killer Journalist – 1st Place & Best Art MGD Jam 2025

Montreal, QC

*Indie Asylum*

October 2025

- Developed **over 80%** of the **UI mechanism** using **Blueprints** in **Unreal Engine 5.6**.
- Acted as a key **integrator**, connecting **gameplay**, sound, **UI**, and art to ensure project cohesion and **high quality**.
- Completed and submitted a **polished prototype** within **48 hours**, receiving positive feedback from judges.

### Stems From Nothing

Montreal, QC

*NAD School*

Nov 2021 - May 2023

- Programmed and implemented all **gameplay obstacles** and **game challenges**.
- Structured obstacle difficulty to **scale** progressively and maintain **gameplay balance**.
- Iterated on each obstacle with **artists** and **playtesting** feedback to **improve core gameplay**.

### Scattered Time – 3rd Place Winner (School Game Jam)

Montreal, QC

*LaSalle College*

May 2025

- Contributed to over **70%** of the level environment in a team of **3 developers** during a **1-month game jam**.
- Designed puzzles and interactive environments while maintaining level progression using **Unreal Engine 5 Blueprints**.
- Ranked **3rd out of 10+** games with an overall score of **4.8 out of 5.0** after presenting the game to a **live audience**.

### Lavender Biome – A Minecraft Mod

Montreal, QC

*Advanced Databases*

September 2025 – December 2025

- Developed a full **Java-based** Minecraft mod introducing **10+ custom assets** (blocks, items, models, textures).
- Implemented **procedural world generation** using Configured/Placed Features to spawn **2 custom ores** and **biome elements** (trees, flowers, seeds, animals).
- Integrated **new gameplay features** into existing Minecraft source **structures**, learning how to **extend** and **modify** established **codebases effectively**.

## Experience

### Kitchen Staff

Montreal, QC

*Tiamo Restaurant*

May 2024 – January 2025

- Maintained efficiency **under pressure** serving **180+** customers per shift.
- Demonstrated strong **time management** constantly exceeding tasks completion targets by **15%**.
- Coordinated and **efficient communication** with a team of **10+** members during peak hours.