Santiago Santos

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SUMMARY OF QUALIFICATIONS

Passionate Game Programming student at LaSalle College with strong **Object-Oriented Programming, Advanced Data Structures** principles and hands-on experience in **Unreal Engine 5** and **Unity.** Currently looking for an internship to contribute to the development of high-quality **prototypes**, being able to work **under pressure** while maintaining **efficient communication** with a team and an **organized** environment. Proficient in programming languages such as **C++** and **C#**, version control such as **Perforce** and **GitHub,** and the **Unreal Engine 5 Blueprints** visual scripting system**.** Fluent in **French**, **English** and **Spanish**.

EDUCATION

DEC – Video Game Programming   2023 – Present

LaSalle College.   Montreal, Canada

Core Courses: Game Engine I & II (100%), Data Structures (95%), Object-Oriented Programming I (95%)

PROFESSIONAL EXPERIENCE

Kitchen Staff   May 2024 – January 2025

Tiamo Restaurant   Montreal, Canada

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

PROJECTS

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

Behaviour Interactive   Montreal, Canada

- 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.**

Steams From Nothing   September 2025

Creative Jam 25e édition   Montreal, Canada

- Developed **core game mechanics** using **physics** with **Blueprints** in **Unreal Engine 5.6.**
- Implemented a **well-balanced** progression system with a satisfying **difficult ramp.**
- Completed and submitted a **strong prototype** under **46 hours**, receiving positive feedback from players and judges.

Scattered Time – 3rd Place Winner (School Game Jam)   May 2025

LaSalle College   Montreal, Canada

- 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**.

SKILLS & KNOWLEDGE

Programming: C++, C#, Blueprints
Game Engines: Unreal Engine 5, Unity.
Systems Knowledge: Gameplay Programmer, Character Controls, UI Programmer, Debugging, Optimization.
Tools: Perforce, Git, GitHub, JetBrains Rider, VS Code, Visual Studio Community.
Soft Skills: Time management, Team Collaboration, Ownership, Adaptability, Clear Communication, Organization.
Languages: French (Fluent), English (Fluent), Spanish (Fluent)
Interests: E-sports, Videogames and Anime.