

Santiago Santos

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SUMMARY OF QUALIFICATIONSS

Passionate Game Programming student at LaSalle College with strong **Object-Oriented Programming** and **Advanced Data Structures** principles. Hands-on experience in **Unreal Engine 5**. 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++**, 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

LaSalle College.

2023 – Present

Montreal, Canada

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

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** with 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 Languages: C++, Blueprints, C#

Engines: Unreal Engine 5, Unity.

Tools: Perforce, JetBrains Rider, GitHub, Git VS Code, Visual Studio Community,

Technical Skills: Object Oriented Programming, Data Structures, Gameplay Programmer, Debugging.

Personal Skills: Time management, Team Collaboration, Adaptability, Ownership, Clear communication, Organization.

Languages: French (Fluent), English (Fluent), Spanish (Fluent)

Interests: E-sports, Videogames and Anime.

PROFESSIONAL EXPERIENCE

Kitchen Staff

Tiamo Restaurant

May 2024 – January 2025

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**.