

Santiago Santos

santysantos.github.io/my-portfolio/

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EDUCATION

DEC – Video Game Programming

LaSalle College

Montreal, QC

Est. September 2026

- **Key Courses:** Game Engine I, II & III, Graphical Environment, Object Oriented Programming (OOP).
- **Extracurriculars:** Public Speaking, Team Sports, bE Interactive 3rd Place Winner, MGD 1st Place Winner.

TECHNICAL SKILLS

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

Projects

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

Indie Asylum

Montreal, QC

October 2025

- Developed **over 80%** of the **UI systems** using **Blueprints** in **Unreal Engine 5**.
- 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.

The Cycle – Best Gameplay Design Winner McGameJam 2026

McGill University

Montreal, QC

January 2026

- Programmed and implemented **state-based AI systems** driving enemy behavior and **gameplay challenges** in UE5.
- Owned and integrated **all game audio** using **Sound Cues** to enhance gameplay immersion.
- Designed **gameplay systems** focused on player engagement, clarity and feedback.

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

Behaviour Interactive

Montreal, QC

April 2025

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

Scattered Time – 3rd Place Winner LaSalle College Jam

LaSalle College

Montreal, QC

April 2025 - 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

LaSalle College – School Project

Montreal, QC

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

Tiamo Restaurant

Montreal, QC

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.