

# Santiago Santos

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Montreal, Canada

## SUMMARY OF QUALIFICATIONS

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

<b>DEC – Video Game Programming</b> LaSalle College.	2023 – Present Montreal, Canada
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*Core Courses: Game Engine I & II (100%), Data Structures (95%), Object-Oriented Programming I (95%)*

## PROJECTS

<b>Self Reflection – 3<sup>rd</sup> Place Winner Behaviour Interactive Game Jam 2025</b> Behaviour Interactive	April 2025 Montreal, Canada
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- 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**.

<b>Killer Journalist – 1<sup>st</sup> Place &amp; Best Art MGD Jam 2025</b> Indie Asylum	October 2025 Montreal, Canada
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- 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 elements to ensure project cohesion and **high quality**.
- Completed and submitted a **strong prototype** with **under 48 hours**, receiving positive feedback from players and judges.

<b>Scattered Time – 3<sup>rd</sup> Place Winner (School Game Jam)</b> LaSalle College	May 2025 Montreal, Canada
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- 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 **3<sup>rd</sup> out of 10+ games** with an overall score of **4.8 out of 5.0** after presenting the game to a **live audience**.

## PROFESSIONAL EXPERIENCE

<b>Kitchen Staff</b> Tiamo Restaurant	May 2024 – January 2025 Montreal, Canada
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- 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**.

## 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 Programming, 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.