

# 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 a Summer 2026 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

LaSalle College.

2023 – Present

Montreal, Canada

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

## 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**.

## PROJECTS

### Self Reflection – 3<sup>rd</sup> Place Winner Behaviour Interactive Game Jam 2025

Behaviour Interactive

April 2025

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

Creative Jam 25e édition

September 2025

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 – 3<sup>rd</sup> Place Winner (School Game Jam)

LaSalle College

May 2025

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 **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**.

## 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.