

# 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

### 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 – 3<sup>rd</sup> 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 **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**.
- Contributed to the **ideation** and **brainstorming** of the prototype based on a specific theme with technical restraints.
- Completed and submitted a **strong prototype** within **46 hours**, receiving positive feedback from players and judges.

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

May 2025

LaSalle College

Montreal, Canada

- Contributed to over 70% of the level environment design 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**.
- Participated through the **entire development cycle**, from a **concept** and **prototyping** to a full **final build**.

## 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 task 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++, C#, Blueprints.

**Engines:** Unreal Engine 5, Unity.

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

**Technical Skills:** Object Oriented Programming, Data Structures, Debugging, Problem Solving.

**Personal Skills:** Time Management, Team Collaboration, Adaptability, Ownership, Clear Communication, Organization.

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

**Interests:** E-sports, Video games and Anime.