

# Sara San Martín

Game programmer

Santiago, Chile. GMT-2/3

(+56) 9 8728 6204

[saraosses01@gmail.com](mailto:saraosses01@gmail.com) 


[Full Portfolio](#) 

[Linkedin](#) 

## EXPERIENCE

**(Freelance)** [Friendly Llama](#) , Santiago, Remote — *Unity Developer*

Mar. 2024 - May 2024

Optimized CPU game performance using DOD principles and polished gameplay mechanics and graphics for the game: [The Eightfold Path](#) .

**Arcadius Entertainment**, Santiago, Hybrid — *Unreal Engine Developer and Game designer*.

Oct. 2022 - Mar. 2023

Developed and implemented gameplay features using Unreal Engine C++, including Playfab and EOS integration, and AI systems.

**(Internship)** [Minverso](#) , Santiago, On-Site — *Unity Developer*

Aug. 2022 - Oct. 2022

Graphics optimizations for VR applications (Standalone Meta Quest 2), technical documentation for custom tools and general technical support for the company.

## LANGUAGES

Spanish (native)

English (advanced)

## SOFT SKILLS

Problem-solving, teamwork, initiative, communication, self-learning, mentoring.

## TOOLS

C, C++, C#, Unity, Version Control (Git), Computer graphics, Linux, Vulkan, HLSL.

## EDUCATION

**Instituto Profesional Arcos**

Santiago — *Game designer*

2021 - 2024

# Projects

