

# Aaron Santiago

## Engineer/Artist

(203) 243-4908

<http://aaron.work>

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

### Education:

#### Bard College at Simon's Rock

May 2015

- Bachelor of Arts in Computer Science
- Outstanding Achievement in the Division of Science, Mathematics & Computing Award

### Publications:

#### Computational Complexity of Buttons & Scissors

2015

- Presented at the Canadian Conference for Computational Geometry 2015

#### New Perspectives on Interactivity

2015

- BA thesis project at Simon's Rock, achieved High Honors

### Work Experience:

#### Software Engineer, Google Daydream

2018 - Current

Developed experimental augmented reality experiences in partnership with brands and Google products.

- Created prototypes exploring possible forms AR could take in relation to the host applications and the partner brands.
- Launched multiple experiences serving to hundreds of thousands of users.

#### Software Engineer, Google Interactive Media Ads

2016 - 2018

Updated and expanded a Google-scale ads frontend.

- Worked on cross-platform implementations of an ads SDK that served to millions of clients.
- Integrated a replacement metrics system as part of an advertising coalition (IAB) to unify measurement across ads platforms (Open Measurement SDK).

#### Game Developer, opka.io

2016

Created *opka.io*, a multiplayer browser based variant of pong.

- Developed a robust, global-scale game backend supporting low-latency gameplay for regions across the world.

#### Gameplay and UI Programmer, Those Awesome Guys

2016

Worked on *Move or Die*, a Steam release with an 86% rating and thousands of active players built with Lua and a modified version of LOVE.

- Developed new game modes and features, along with UI elements.
- Worked with a QA team and a bug tracker to fix game crashes as they came in from users.

### Freelance

2015

Designed browser-based games to allow couch multiplayer with phones instead of controllers.

- Designed frontends using Haxe and OpenFL to allow for cross-platform deployment
- Designed a backend using Node.js, NeDB, and Socket.IO