Aaron Santiago
Engineer/Artist
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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 LÖVE.
- 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