

# Aaron Santiago

## Engineer/Artist

(203) 243-4908

<http://aaron.work>

[me@aaron.work](mailto:me@aaron.work)

## Work Experience:

### Software Engineer, Google Daydream

2018 - 2019

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, using AWS in the backend and three.js in the frontend.

### 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, features, and UI elements.

### 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

## 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

## Other Skills:

### Design Software

- TouchDesigner, Blender, Adobe CS, GIMP

### Frameworks

- WebGL, three.js, Unity, Unreal Engine

### Hardware

- Kinect, Oculus Rift, Oculus Quest, Arduino

### Programming Languages

- Haxe, Python, Java, C++

### Hackathon Wins

- Unhackathon, Most Technically Ambitious Runner-Up
- Kongregate Game Jam, Best Music