Allen Santmier

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OBJECTIVE

I am a highly motivated graduate, passionate about making creative, player-focused video games and always looking to expand my skills. Experience in every part of the development process from design to gameplay and graphics programming grants me a solid foundation to tackle and challenge, and be a valuable team player.

EDUCATION

Georgia Institute of Technology, Atlanta, GA - *BS in Computational Media*

GRADUATED DEC. 2023

Concentration in Media and Games. GPA: 3.8 / 4.0, graduated with highest honors.

Relevant Coursework: Game Design, Interactive Narrative, Interaction Design, Computer Graphics, Computer Animation, Media Device Architecture.

EXPERIENCE & PROJECTS

Private Tutoring

AUGUST 2019 - DECEMBER 2023

- Independently tutored college students in math and computer science related classes.
- Had to quickly learn complex topics well enough to confidently teach others.
- Required careful time management to ensure my students' success, as well as my own.

Georgia Tech — Various game prototypes

AUGUST 2019 - DECEMBER 2023

- Designed and prototyped over a dozen games in Unity, both 2D and 3D in many genres.
- Led several group projects, often while mentoring inexperienced colleagues.
- Practiced rapid prototyping, playtesting, and integrating feedback.

Sandia National Labs — Python Exodus Utilities

AUGUST 2021 - MAY 2022

- Collaborated with four other students and our remote contacts at Sandia.
- Required fast learning on the fly and reverse engineering poorly documented C code.
- Consistently provided high quality testing, documentation, and code architecture.

SELECTED PROJECTS

B.I.G. Gun - *January 2025*

- Led team of three other people over two weeks. Designed with Godot for web deployment.
- Role as lead designer and sole programmer. Worked closely with artists to realize shared vision.

SKILLS

- Fast learner, good communicator, strong work ethic, detail oriented, and a strong team player.
- Proficient with C/++/#, Java, Python, Unity, Godot as well as writing and presenting.
- Intermediate skills with GLSL, Blender, editing software, front-end development languages.