

Josh Anthony S. Santiago

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Qualifications

- Strong foundational knowledge in computer science and the workflow of software engineering and a proficiency in mathematics
- Able to excel in collaborative efforts and cooperate well with others from a diverse set of backgrounds.
- Programming Languages used: C, Python / Markup languages used: HTML, CSS

Education

Washington State University, Pullman, WA

Expected May, 2026

Bachelor of Science in Computer Science

Relevant Coursework: Design and Development in C

Skills

C, Python, Game Development, HTML, CSS

Projects

CS50 Final Project - Pixel Clash

2020

- A 2D game crafted in the language “Lua” with custom-made mechanics, art, and assets.

Awards and Experiences

Awards: Transfer WUE Scholarship

Experiences: CS50 - an online 12-week course taught by Harvard University (Completed the “Game Development” track)

Other Experience

Jack in the Box

May 2022 – June 2023

Team Member

Tamuning, GU

Regularly interacted and efficiently served customers, providing excellent service and managing issues and resolving complaints by guests.

Strong work ethic and great compatibility to work with coworkers in a busy environment.

AmeriCorps UOG

September 2022 - July 2023

AmeriCorps Member

Mangilao, GU

Served the island of Guam by dedicating time and effort to help assist children in school via homework services, tutoring, and mentorship. Involvement in numerous service projects across the island which included native tree planting, building repairs and cleanups, and more.