Dylan Santiago

Game Programmer

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📍 NY, United States

SKILLS

Unity

Unreal

Godot

C#

C++

C

HTML/CSS

AWARDS

President's List,
SUNY Canton
Spring 2019 - 2020

Dean's List,
SUNY Canton + SUNY Poly
Fall 2020 - Spring 2022

CAREER OBJECTIVE

As a future graduate in video game design with several small projects and two major I am aspiring to be a game programmer. I am looking help facilitate the production of games and turn concepts into reality. During which I can grow and continue to gain valuable experience within the game industry.

PROJECTS

Tenth Circle, *Unreal Engine*

Sep 2020 – Dec 2020

A 3D survival zombies game. Solo project developed for a class utilizing Unreal Engine. Game involves and endless onslaught of zombies.

Aether World, *Unity Engine*

Apr 2021 – May 2021

A 2D platformer game where you traverse different worlds to defeat unique enemies and gain new abilities. This project was developed for a class using C#.

RELEVANT COURSEWORK

GAME 250 - Game Mechanics and Dynamics, *SUNY Canton*
Utilizing Unreal Engine to prototype game mechanics, debug projects, experiment with blueprints and develop a final FPS game.

COM 429 - Professional Game Productions, *SUNY Poly*
Focused on business aspects of game industry and organizational structure. Led programming team into developing a board-game into video game.

COM 419 - Video Game Design Studio, *SUNY Poly*
Studied technical terms and concepts within game industry and coordinated a team-based project from start to alpha using Unity Engine. Responsible for leading project, programming, and some key art.

EDUCATION

SUNY Polytechnic Insitutute, *Interactive Media and Game Design*

2021 – present │ Utica, United States

SUNY Canton, *Game Design & Development*

Aug 2018 – Dec 2020 │ Canton, United States