

# Dylan Santiago

## Game Developer / Teacher

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### EDUCATION

**Master of Science in  
Computer Science,**  
*SUNY Polytechnic Institute*  
01/2023 – 05/2024  
Utica, United States

**Bachelor of Science in  
Game Design,**  
*SUNY Polytechnic Institute*  
01/2021 – 12/2022  
Utica, United States

### SKILLS

**Problem Solving**

**Leadership | Unity (C#)**

**Godot | Unreal (C++)**

**Communication**

**Organization**

### LEADERSHIP ACTIVITIES

**Esports Team Manager,**  
*SUNY Canton*  
09/2018 – 12/2020

**Game Design Club  
Secretary, SUNY Canton**  
11/2018 – 12/2020

### VOLUNTEER EXPERIENCE

**Computer Science Tutor**  
10/2018 – 12/2023

### CERTIFICATES

**Computer Animation,**  
*GC Tech BOCES*  
09/2016 – 06/2018  
Levittown, NY

### SUMMARY

Passionate and innovative game developer with a strong desire to break into the field of education. With a natural aptitude for explaining complex concepts in an engaging manner and leading teams, I aspire to leverage my skills and experience to inspire the next generation of learners. Committed to fostering an inclusive learning environment and empowering students to explore their creativity and potential in both the realms of game development and beyond.

### PROFESSIONAL EXPERIENCE

**Barn School Operations Coordinator, Indian Ladder Farms**

06/2023 – 08/2023 | Altamont, NY

- Managed smooth day to day operations of summer camp and completed necessary administrative tasks for camp operation.
- Planned and facilitated engaging indoor and outdoor learning activities for diverse groups, fostering a positive, safe, and enjoyable environment for participants.
- Served as a reliable resource, stepping in as an emergency substitute teacher when necessary, exhibiting flexibility and adaptability to meet evolving needs.
- Fostered high employee and child satisfaction through effective communication and problem-solving, maintaining positive morale and relationships.

### PROJECTS

**STAR, Unity Engine**

10/2021 – 12/2021

- Led engineering team in development of a video game prototype based on a board game, fostering creativity and innovation among team members.
- Collaborated with other development teams, artists, and designers to gather requirements and provide regular updates on progress.
- Demonstrated strong leadership, communication, and technical expertise in guiding team members through development challenges.

**Aether World, Unity Engine**

04/2021 – 05/2021

- Directed a team of 4 individuals in developing a simple 2D platformer game, overseeing all aspects from art to engineering.
- Contributed actively to various facets of development, including enemy AI code, refining game flow mechanics, and creating key art.
- Showcased adaptability and leadership in navigating the project through diverse challenges.

**Tenth Circle, Unreal Engine**

09/2020 – 12/2020

- Conceptualized and developed a 3D zombie survival game independently, tackling numerous technical challenges.
- Innovated creative solutions to overcome technical hurdles, ensuring the project to successful completion.
- Demonstrated resourcefulness in implementing game mechanics, optimizing performance, and resolving bugs.

**Mental Health Machine Learning, Jupyter**

03/2023 – 05/2023

- Engineered a neural network model to identify students at risk for mental illnesses.
- Demonstrated adept analytical and problem-solving skills in model design, training, optimization, and data comprehension.
- Validated model effectiveness through rigorous testing and discovered key factors that contribute to student's mental health.