Dylan Santiago

Game Developer / Teacher

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EDUCATION

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

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

SKILLS

GitHub | Unreal

Unity | C++ | C#

Java | C | Godot

Maya | Python

CLUBS/ACTIVITIES

College Esports Team Captain
09/2018 – 12/2020

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

AWARDS

President's List,
SUNY Canton, Poly
08/2018 – 12/2022

CERTIFICATES

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

PROFESSIONAL EXPERIENCE

Barn School Operations Coordinator
06/2023 – 08/2023

Managed smooth day to day operations of summer camp, planned for special events, completed necessary administrative tasks for camp operation. Filled in for teachers under emergencies and ensured safety of kids on the farm.

PROJECTS

Tenth Circle, *Unreal Engine*
09/2020 – 12/2020

A 3D first person survival zombies game. Solo project developed utilizing Unreal Engine's blueprint system. Developed an AI system for enemies, UI feedback system, animation state machine.

Mental Health Machin Learning, *Jupyter*
03/2023 – 05/2023

Final project for Machine Learning course. I developed a neural network model that learns from previous data on college student's mental health from therapist's findings. I made a model that can safely identify students at risk for mental health problems

Cryptic Crusade, *Godot Engine*
09/2019 – 12/2019

First major project developed in Godot engine. Created all pixel art and animations, programed player and enemy code, and set up physics systems for world interaction.

STAR, *Unity Engine*
10/2021 – 12/2021

2D prototype based on a strategy board game. Was responsible for programming UI screens, and basic functionality, and game setup. In addition I oversaw technical aspects of setting up source control and necessary documents.

Aether World, *Unity Engine*
04/2021 – 05/2021

A 2D platformer game where you traverse different worlds to defeat unique enemies and gain new abilities. This team project was developed for a class utilizing C#. Was responsible for enemy AI code, game flow mechanics, and some key art.

RELEVANT COURSEWORK

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

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