Jose Luis Santiago

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EDUCATION

University of California, Santa Cruz   June 2021
Bachelor of Science in Computer Engineering; Concentration: Robotics & Control
Honors: UCSC: Dean's Honor Roll - Spring 2017, Winter 2021

TECHNICAL SKILLS & TRAINING

Programming: C++, Python, MATLAB, HTML, SQL, GDScript
Languages: English, Spanish (Read/Write/Speak)
Game Development: Godot
Computer Science for Game Development Certificate, Harvard University   January 2023 - Present

WORK EXPERIENCE

Stryver Internship, Arrow   July-August 2022
Intern
- Designed and implemented a web scraping solution in python for e-commerce platform
- Worked in a team of three to design e-commerce platform using **Django** and **MySQL**

Jack Baskin School of Engineering, UC Santa Cruz   2018-2021
Peer Adviser
- Advised over 1,000 students in their respective engineering majors by developing class schedules, providing coaching and support with coursework, and assisting students with selecting major and career pathways
- Managed and tracked confidential student data and records of student population of over 4,000 to determine student's progress and eligibility for graduation
- Acted as first point of contact and communication for over 4,000 students at the advising office

ENGINEERING PROJECTS

Purgatory   2022-present
Game Developer
- Made art assets for 2D Pixel Art RPG, Purgatory. Trees, maguey, grass tiles, dirt tiles, and a sprite sheet for the main protagonist running animation
- Wrote **GDScript** code to make protagonist run through scene in **Godot** game engine

IoT Wildfire Alarm System   January-June 2021
Design Member
- Collaborated in a 6-person team to design an IoT Wildfire Alarm System
- Built a prototype that uses sensors integrated with a WiFi and 5G enabled microcontroller
- Analyzed parameters indicative of wildfire risk. These parameters included: CO_2 levels (0-5000ppm), humidity (20-80%RH), and temperature (0-50℃)