

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, C++, Python, MATLAB, HTML, SQL, Git, Lua

Languages: English, Spanish (Read/Write/Speak)

Game Development: Godot, GDScript

CS 50G: Introduction to Game Development, Harvard University

January 2023 - Present

WORK EXPERIENCE

Web Developer, 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: CO2 levels (0-5000ppm), humidity (20-80%RH), and temperature (0-50°C)