# Jose Luis Santiago

310-593-3780 | jlsantia21@gmail.com | www.linkedin.com/in/j-santi | github.com/santi-jose | Portfolio

## 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
**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: CO2 levels (0-5000ppm), humidity (20-80%RH), and temperature (0-50℃)