

# Santiago Broncas Bernardino

## Game Engine Programmer



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### Profile

Versatile Game Engine and Tools student from BUAS, with a deep understanding of C++ and great problem solving capabilities. Strong background on agile/scrum team processes, multi-threaded systems, content pipelines and automation. Interested in working on extensible, performant and easy to use tools and systems related to content creation and processing.

### Education

**Creative Media and Game Technology - Programming Track**  
Breda University of Applied Sciences

09/2022 – present  
Breda, Netherlands

### Projects

#### Custom Tech Project

09/2024 – present

*Year long custom engine project - to be released on Steam*

- Added automated build and unit tests
- Integrated Scripting language to improve iteration times
- Participated in Scrum / Agile team processes

#### LAN Versus Game - TankOn!

11/2024 – 02/2025

*Self study into networking and multiplayer games*

- SDL Backend, Boost.Asio for Networking
- Implemented server-client architecture

#### Nature Walking Sim - Blossom

02/2024 – 06/2024

*Team project on a graphically impressive game (custom engine)*

- Used poisson sampling with density masks for placing props
- Created editor GUI, used tech artists to create a level for the game
- Implemented serialization and loading of game scenes

### Skills

#### Programming

C++, Boost.Asio, SDL, OpenGL, CMake,  
Python, Lua

#### Software

Microsoft Visual Studio, Git / GitHub,  
Perforce, VSCode, JetBrains CLion

#### Languages

Portuguese (Native Speaker)  
English (Professional Fluency)

#### Hobbies

Drumming, Music, Cartoons, Playing Old  
Videogames