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, game UI or network programming.

Education

Creative Media and Game Technology - Programming Track   09/2022 – present
Breda University of Applied Sciences   Breda, Netherlands

Projects

Custom Tech Project ⧉   09/2024 – present
Year long custom engine project - to be released on Steam
- Integrated Scripting language to improve iteration times
- Added automated build and unit tests
- Learned how to use Jolt and FMOD libraries

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
- Created a simple game UI framework

Nature Walking Sim - Blossom ⧉   02/2024 – 06/2024
Team project on a graphically impressive game (custom engine)
- Created editor GUI, used by tech artists to create a level for the game
- Implemented serialization and loading of game scenes
- Used poison sampling with density masks for prop placement

Skills

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

Software
Microsoft Visual Studio, Git / GitHub, Perforce, VSCode, Jetbrain CLion

Languages
Portuguese (Native Speaker)
English (Professional Fluency)

Hobbies
Drumming, Music, Playing vintage games