



# Santiago Broncas Bernardino


Game Engine Programmer

 [santibberna@gmail.com](mailto:santibberna@gmail.com)

 +351 925 830 094

 Breda, Netherlands

 [github.com/santibberna](https://github.com/santibberna)

 [linkedin.com/in/santiago-bernardino](https://linkedin.com/in/santiago-bernardino)

## Profile

Versatile Game Engine and Tech student from BUAS, with a deep understanding of C++ and great problem solving capabilities. Strong background on modern programming paradigms, including multi-threaded systems, content pipelines and automation. Passionate about working in larger scale projects and creating impactful solutions.

## Education

### Creative Media and Game Technology - Programming Track

*Breda University of Applied Sciences*

09/2022 – present  
Breda, Netherlands

## Projects

### LAN Versus Game - TankOn!

11/2024 – 02/2025

*Self study into networking and multiplayer games*

- Simple shooting versus gameplay for 2 - 6 players
- Uses SDL as a backend and Boost.Asio for networking
- Uploaded to Itch.io

### Custom Tech Project

09/2024 – present

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

- Created a complete CI/CD pipeline for the whole codebase, including code linting and unit tests
- Integrated a scripting language to improve iteration times and accessibility of the engine
- Used CMake to create the build system for the engine

### Nature Walking Sim - Blossom

02/2024 – 06/2024

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

- Designed procedural content generation for the engine
- Worked on model and image loading for PS5 and OpenGL graphics backends

## 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, Cooking, Cartoons, Playing Old  
Videogames