Santiago Broncas Bernardino

Game Engine Programmer

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Profile

Versatile Game Engine and Tech 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. Passionate about working in larger scale projects and creating impactful solutions.

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
- 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 poison 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, Jetbrain CLion

Languages
Portuguese (Native Speaker)
English (Professional Fluency)

Hobbies
Drumming, Music, Cartoons, Playing Old Videogames