

# SANTIAGO MUSELLA

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## SKILLS

- Proficient in programming languages: Python, SQL, C#, C++, Lua, and Racket.
- Experienced in game engines and frameworks: Unity and LÖVE2D.
- Excellent communication skills as demonstrated in past work experience.
- Proficient in Microsoft Office and Google Suite.

## PROJECTS

### Spirit Mayhem

Waterloo, Canada

GI Game Jam (2021)

- Acted as head game developer and designer and handled gameplay programming using C#.
- Worked with three team members to create a working game within 48 hours.
- Implemented enemy A.I. and major gameplay elements.
- Used Unity as the game engine and GitHub for version control.

### Robo-Bomb

Waterloo, Canada

GMTK Game Jam (2020)

- Worked independently to design, develop, and publish a game within 48 hours.
- Used LÖVE2D and Lua to design and develop all aspect of the game including gameplay, visuals, music, and sound.

## EXPERIENCE

### Front Desk Assistant

Waterloo, Canada

University of Waterloo (2021-2022)

- Administrative Assistant position within the University residences.
- Responded to inquiries from customers and staff, and managed mail, packages, and residence equipment.
- Managed daily supply and inventory data entry.
- Entered logs on management procedures, maintenance requests as well as staff and student schedules.

### Club Executive/Treasurer

Waterloo, Canada

ALAS (2018)

- Re-founded the Association of Latin American Students (ALAS), a student-run club at the University of Waterloo.
- Was part of the executive team responsible for re-branding and planning all club events.
- Was responsible for handling all club financials, including budgeting, planning, book-keeping, and reporting.

### Program Leader

Curitiba, Brazil

Clube Farol (2016-2017)

- Responsible for planning, managing, and directing events for students at the Colegio Internacional Everest.
- Mentored students and held one-on-one meetings to provide support and guidance throughout their school year.
- Worked alongside team members to budget and plan student and parent events.
- Communicated with parents and teachers and provided insight on student performance and involvement in program.

## EDUCATION

### University of Waterloo

Waterloo, Canada

Candidate for Bachelor of Mathematics, Mathematical Studies, Computing Minor, Classical Studies Minor (2017 – present)

### RELEVANT COURSES

- Algorithmic Problem Solving, Python.
- Data Types and Structures, Python.
- Introduction to Game Design.
- Design and User Experience of Interactive Games.
- Computer Applications in Business: Databases, SQL.

### OTHER INFORMATION

- Fluent in English, Spanish, and Portuguese.
- One year of boarding school at Oaklawn Academy (USA).
- Practiced triathlon and trail running.