SANTIAGO MUSELLA

santimusella@gmail.com • (519) 729-6903 • **github.com/santimusella/Projects**

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)
People's Choice Award Winner (1st Place)
- 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)
- Computer Applications in Business: Databases, SQL.

RELEVANT COURSES
- Algorithmic Problem Solving, Python.
- Data Types and Structures, Python.
- Introduction to Game Design.
- Design and User Experience of Interactive Games.

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