

# Santiago Sebastián Arellano Mendoza

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## Work Experience

### Microsoft, Software Engineer

September 2023 - Present

*Private Access Proxies Team. Redmond, Washington.*

- Own upgrade of encryption tooling and processes implementing safe rollouts to handle millions of requests per minute.
- Actively participate in on-call rotation. Handled several tasks triggered by low success rates and customer reported incidents.
- Implemented new features and fixes based on analysis of optimization/cost-reduction and customer requests.

### Twitter, Software Engineering Intern

Fall 2022

*Remote internship in the Android DMs Team.*

- Implemented experience features for the Twitter app using Kotlin, Java, and XML in Android Studio.
- Developed documentation for testing plans and setup for analytics of experience features.

## Education

### ITESM, Campus Querétaro, México

Graduated July 2023

*B.S. Computer Science*

## PROJECTS

### Rust Graphics Library

*Minimalistic graphics API for Rust language.*

- Developed with WGPU and Rust.
- Builds multiple graphic APIs (Vulkan, Metal, DirectX, etc.).
- Fully documented it using both native Rust doc tooling and manually wrote wiki with guides and examples.
- Developed it on multiple iterations, gathering feedback both from new, hobbyists, and experienced game developers.

### Galaxy boy

*Published mobile game.*

- Published on Google Play with 15,000+ downloads.
- Implemented a microtransactions store, and an ad control system to allow sponsorships.

### Game Engine

*2D Game engine developed from scratch.*

- Developed using C++ and SDL2.
- Implemented a level generator with Lua.
- Implemented a scenario editor using Python.

## SKILLS

### PROGRAMMING LANGUAGES

5 years: C/C++

3 years: Python, HTML, CSS, JavaScript

2 years: PHP, SQL, C#, Java

### TECHNOLOGIES & SOFTWARE

Git, Laravel, Flutter, Vue Js, Unity Engine, Firebase Firestore, MySQL, Android SDK, PostgreSQL, Linux, Agile (Scrum) GMS2.

## COURSES

Game Design & Development Course – 192 hours. (D4 Reality)

Android Development (Udacity).

Learning Path: C++ game programming (Udemy).

Game Engine Architecture in C++ (Udemy).

Obey the Testing Goat! Test-driven development in

Django (book).

## MERITS

- 2021 – Won best game in local Global Game Jam event sponsored by TLM.
- 2019 – Participated in local Microsoft's Hackathon (Bot development).
- 2020 – The Lord of The Code MX winner. Select 1<sup>st</sup> out of 100 participants, nationwide (coding contest).
- 2015 – 2<sup>nd</sup> place in local robotics competition.