

Sebastian Santiago

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LINKEDIN | PORTFOLIO

EDUCATION

FULL SAIL UNIVERSITY

COMPUTER SCIENCE BACHELORS

GPA: 3.0

March 2021 - May 2023

Winter Park, FL

WASHINGTON COUNTY TECHNICAL HIGH SCHOOL

COMPUTER SCIENCE HIGH SCHOOL DIPLOMA

GPA: 3.7

August 2018 - July 2020

Hagerstown, MD

EXPERIENCE

FULLSAIL ARMADA | ESPORTS ATHLETE

Winter Park FL | 2022 – 2023

- Part of a Esports team that participated in collegiate tournaments.
- Cultivated interpersonal skills by building positive relationships with others.
- Developed strong communication and organizational skills

SKILLS

PROGRAMMING LANGUAGES C++, C#, Unreal Engine Blueprints, Object-Oriented Programming

PROJECTS / OPEN-SOURCE

UNSEEN

Unity Game Engine

- Unseen is a 2D Platformer that allows you to take control of an imprisoned young child, who has been genetically modified by a group of scientists granting her the ability to become invisible. You are given the opportunity to escape this trap-filled laboratory.
- I was in charge of everything that had to do with the enemy AI, which included the different types of guards and the Final Boss.

DEVOUR

Unreal Engine 4

- This project was aimed to be an entertaining hack-and-slash where the player could run around the environment and take quests before taking on the final boss.
- With this project, the aim was to make fun enemies for the player to beat up.
- My responsibilities with this project were everything that had to do with the humanoid enemies as well as the final boss.

IMMORTAL ECLIPSE

Unreal Engine 4

- This is a Personal Project that I have given myself to keep improving my skills.
- A fast-paced hack and slash that takes place in an Abandoned Castle that a Dead Knight still protects.
- My Responsibilities were everything present in the project from Player Character to Main Menu.

HONORS & AWARDS

- Won Game Developer Award at Washington County Technical High School
- Won 2020 High Honors Graduate at Washington County Technical High School