SANTIAGO ESTEBAN GAMBOA MURILLO

Computer and Systems Engineer

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Bogotá, Colombia

ABOUT ME

Industrial and Systems Engineering student at the Universidad de los Andes, eighth semester. Experience in development of backend and frontend applications, with knowledge of various development tools. Interests oriented towards visual computing and web applications development. Eager to learn every day and work alongside other people with the same interests.

EDUCATION

Industrial and systems Engineer

Universidad de los Andes

June 2017 - Present

P Bogotá, Colombia

• Expected to graduate in 2022.

PROJECTS

Lucca

🛗 January 2020 - June 2020

P Bogotá, Colombia

Application to help students organize their time, developed for Android and IOS devices using Ionic.

Ratscape

GameDev Uniandes

August 2018 - December 2018

☐ https://itch.io/jam/gamejam-uniandes-2018/rate/257247 Videogame developed for 24-hour GameJam organized by GameDev Uniandes using Unity.

Christopher's Journey

GameDev Uniandes

January 2019 - June 2019

P Bogotá, Colombia

Videogame developed for 24-hour GameJam organized by GameDev Uniandes using Unity.

Uservice

June 2020 - December 2020

P Bogotá, Colombia

Website for the contracting of services related to the remodeling of spaces using React.

3D Wang Tiles

March 2021 - June 2021

P Bogotá, Colombia

Random maze generator created using Unity, adapting 2D Wang tiles theory.

ACHIEVEMENTS

5th place GameJam Uniandes 2018

Fifth place by public vote with the Ratscape game at Uniandes GameJam 2018

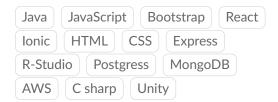
Competitor at GameJam Uniandes 2019

Magical realism inspired game Christopher's Journey at Uniandes GameJam 2019

SKILLS

Fast learner Patient **Passionate** Active Friendly Respectful Responsible

PROGRAMMING SKILLS



LANGUAGES

Spanish **English** German (basic)

