

Eric L. Santiago

Game Developer

Work History

August 2021 – May 2022

Professor at the Interamerican University of Puerto Rico

Taught the courses Logical Programming, Video Game

Programming I, Video Game Programming II, and Video Game

Programming III. The courses were taught using Unity 3D Engine,

and some of its topics included character controllers, game

programming patterns, UI, AI, networking, etc.

November 2020 – August 2021

Game Programming Intern at CelleC Games/Black Banshee Studios

Wrote highly organized and documented code for multiple games.

Implemented algorithms, logic, and gameplay systems in C#,

Unreal Blueprints, and C++. Analyzed existing code and proposed

efficient solutions. Tested multiple games. Fixed bugs during and

after development. Collaborated with programmers, designers,

producers, and artists for game projects. Presented multiple game

itches.

January 2019 – March 2020

Student Assistant of the Professional Counseling Center at the Interamerican University of Puerto Rico

Helped students with mental or physical disabilities on their

homework, giving support in note taking and academic

assessments.

Projects

Color Hopper

Wrote the color algorithm for the randomly generated color tiles. Co-wrote the scripts for the various game modes. Tested and fixed bugs.

The Loneliest Artist

Programmed the dialogue system, assembly puzzles, player movement, UI elements, save system, etc. Implemented audio through FMOD.

Designed and implemented levels in engine. Tested and fixed multiple bugs.

Education

August 2020 – August 2021

Game Design Master of Science

Full Sail University

August 2018 – June 2020

Bachelor's Degree in Computer Science

Interamerican University of Puerto Rico

Technical Skills

- Unity 3D Engine | Unreal Engine 4
- Visual Studio
- C# | Unreal Blueprints | C++ | Visual Basic | Java | SQL | PHP
- Jira software
- GitHub
- Microsoft Office Applications

Personal Skills

- Bilingual
- Remote Collaboration
- Punctual, responsible, and attentive to details.
- Fast learner
- Rapid Prototyping
- Team player

Contact

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