Santiago Quinio Linkedin: https://www.linkedin.com/in/spykeq Email: Santiago.Quinio@gmail.com Portfolio: https://www.santiagoquinio.weebly.com Cell: 480-370-3810 SKILLS/LANGUAGES: • Known Computer Languages: C, C++, C#, Java, Linux, Swift · Worked with the following programs: Arduino, Game Maker, Microsoft Office, Putty, RPGMaker, Unity, Visual Studio, Wireshark, Xenko, Xilinx's Vivado, Eclipse **EDUCATION:** Bachelors of Science in Engineering (B.S.E.) Computer Systems Engineering May 2017 Barrett, the Honors College Certificate in Computer Gaming GPA: 3.35 Arizona State University, Tempe, AZ **ACADEMIC AWARDS:** Ira A. Fulton School of Engineering Dean's List Fall 2013, Fall 2015, Spring 2016, Spring 2017 New American University President's Award (2013-2017) **PROFESSIONAL EXPERIENCE: Razor Edge Games, Unity 3D Programmer** (2018)0 Develop clean code for game rules and mechanics using C# 0 Communicate with other team members in bi-weekly meetings about implementing game mechanics **Barrett Honors College, Senior Community Assistant** (2016 - 2017)Managed one third of community assistants within the Vista Housing Complex 0 0 Assisted maintaining residential hall budgets ranging from \$2300 to \$7500 per hall 0 Lead communication committee staff bonding & leadership development committee 0 Held the same responsibilities as a Community Assistant (seen below) **Barrett Honors College, Community Assistant** (2014-2016) Responsible for making sure residents receive excellent customer care 0 0 Organized and informed residents of campus events and activities Host large scale events for residents living within Barrett 0 0 Responsible of keeping track of the budget for residential events ranging from \$300 to \$6000 (budget depends on the semester) Awarded with Best Barrett Social Event Award (2015-2016, 2016-2017) 0 Barrett Honors College, Front Desk Assistant (2014) Represented Barrett Honors College through providing information to students, checking out 0 items to students, and facilitating move in and move out processes for students Assisted in keeping track of keys for the residential halls 0 Notified Community Assistants on duty of issues from residents brought to the front desk 0 **PROJECTS:** Game Jam, Programmer: Electronically Transmitted Disease (PC/Android) (2018)Tasked with developing a game within 48 hours after being given a theme. (Theme: Transmission) 0 0 Developed & Co-Developed systems for several of the minigames. 0 Randomized the minigames so there were different puzzles/solutions in each playthrough Recreated as a mobile app. Won first place in the University of Advancing Technology mobile app competition. 0 Programmer: Lab Safety VR Simulation (PC) (2016 - 2017)Used Unity and Hololens to create a simulation to educate students of lab safety procedures 0 0 Discussed project with director and team biweekly Implemented Audio clips into scenes 0 Team Lead/Programmer: Nutribots (PC) (2015 - 2017)Built a game with Unity to educate students struggling with concepts of nutrition 0 0 Maintained communications between director and team 0 Created Scripts to control player movement, npc interactions, and item interactions Team Lead/Programmer: Rapporter (PC) (2017)0 Develop a role playing action game using the Xenko Game Engine. Programmed using C# Have weekly meetings with the creators of the Xenko Game Engine to give feedback on the engine. 0 Programmer: Autonomous RC Car (Arduino) (2016) 0 Implemented Lidar Laser Sensors to an RC Car using an Arduino board to detect obstacles 0 Implemented GPS to an RC Car using an Arduino board to recognize RC car coordinates Programmer: Virtual Assistant for Community Assistant (iOS) (2016) Created a mobile app to assist Community Assistants creating hall events and managing residents 0 Created Scripts to store resident data and event planning data 0