Santiago Moreno Díaz

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PROFILE

Motivated and enthusiast game programmer with experience working with Unreal Engine 4 and C++, also a strong foundation in problem solving and teamwork abilities. I want to work creatively on innovative software for the game development industry.

I am currently on my final year at Sheffield Hallam University developing a game using Unreal Engine 4 for the PS4 and PC platforms. Furthermore, I have been working on a new animation system technique called Motion Matching as an Unreal Engine 4's open source plugin for my final year's project.

SKILLS

Languages	**Spanish**: Native proficiency **English**: Fluent
Programming Languages	C++, C, ARM Assembly OpenGL 4.x, GLSL
Game Engines	Unreal Engine 4, Unity 3D
Other	Visual Studio, Git, Perforce, RenderDoc, 3D Animation, Video Editing

EDUCATION

Sheffield Hallam University 2018 – 2019	
(Final year only. Course continued from ESAT, a full degree is given upon its completion)	
Computer Science for Games	**BSc (Honours) expected FIRST Class in 2019**
Relevant Modules	Final Project (personal project) – **Expected FIRST** 3D Games Prototyping (team project) – **Expected FIRST** Effective C++ – **Expected FIRST** Real-Time 3D – **Expected FIRST**

ESAT (Escuela Superior de Arte y Tecnología) 2015 - 2018	
Computing and System Development	**BTEC Level 5 HND with DISTINCTION**
Relevant Modules	Final Project (working in a studio creating a game) – **DISTINCTION** 3D Graphics Engine – **DISTINCTION** Unreal Engine 4 – **DISTINCTION** Low Level Programming – **DISTINCTION**

RELEVANT GAMES INDUSTRY EXPERIENCE

Game Programmer
Modular Souls
Oct 2017 – Jul 2018

I work in the game **Fuel Renegades** forming part of a student studio inside the university.
Fuel Renegades is an arcade multiplayer racing game made in Unreal Engine 4. It got **published** in **Steam**. These are my main contributions:

Technical Support provider and link between Art and Technical teams.
Tools programming and integration.
Game Effects Mechanics Systems.

More details of my work in the game in my portfolio.

HOBBIES AND INTERESTS

Since I was a child I had played Legos and a passion for puzzle games, I think those brought me to what I like the most, programming. I have played a lot of games and I love to keep in touch with the game industry in my spare time.. My personal favourite games are those that let the user explore its creativity (Little Big Planet, Zelda Breath of The Wild or Minecraft) and those who are unique in some way (Firewatch, Hellblade Senua's Sacrifice or The Witness).

I like teaching to myself work not related with coding but others topics of game development. I did some 3D Animations shorts, so I learned a bit of modelling, texturing, animation, video edition, Photoshop, etc. All by my own. It truly helped when I was doing Fuel Renegades I had great communication with the artist team because I knew their workflow.

References available upon request