**Rodrigo Santelices**

*Washington DC* • *240.506.0833* • *Rcsantelices@gmail.com* •[*rodrigosantelices.com*](file:///C:\Users\Rodrigo\Desktop\Resumes\rodrigosantelices.com)

# Front End Engineer I am a creative problem solver with a unique flare for originality and.

Dedicated Engineer / Designer / Leader with hands-on experience in game and software development. Eager to work on ambitious projects that push boundaries with a team whose culture enables growth and creativity.

# Technical Proficiencies – I have a wide range of skills and I am always eager to learn \_\_\_\_\_\_

|  |  |  |
| --- | --- | --- |
| * JavaScript | * UI Design & Development | * User Experience |
| * HTML & CSS * Visual Scripting | * Adobe Creative Suite * Game Design & Development | * Quality Assurance * Storyboarding |

# Professional Experience – I will continue to strive forward and earn new experience daily…

**Purefy Inc,** Washington DC, April 2018 – Present

**Lead Front-End Engineer,** Promotions**:** Senior Front-End Engineer, Senior UI Developer, UI Developer

* Develop, design, and iterate on client facing web sites and applications including [Purefy.com](https://www.purefy.com/), app.purefy.com and our loan management application.
* Lead and collaborated with design team and external contractors on new pages, marketing materials, UX enhancements, and content creation.
* Plan, deliver and shift company goals established by company executives.
* Migrated full site functionality from a proprietary CMS to WordPress, Blazor and Azure B2C.

**Microsoft,** Redmond, WA, August 2017– April 2018

**Technical Analyst**

* Wrote and executing complex test cases for Xbox One X Hardware and Software QA.
* Testing Backwards Compatibility for the entire Xbox Games Library.

**HIVE MIND STUDIOS LLC,** Carmel, IN, 2015 – January 2017

**Co-Founder and Designer**

* Co-Founded and led an indie game studio with a staff of six graduate students to develop *Trap House*, a competitive brawling game, using Unity Game Engine.
* Released *Trap House* on Steam after a 7-month production cycle, on target and under budget.

# Education – My wide range of studies has grown my ability to succeed in various scenarios.

**Master of Science in Game Design**, 2015 (GPA: 3.92)

Full Sail University**,** Winter Park, FL

**Coursework:** *Methods & User Experience, Prototyping & Content Creation, Game Usability & Testing,*

**Awards:** *Valedictorian, Game Design Course Award*

**Bachelor of Arts, Double Major: Studio Art and Communications**, 2014 (GPA: 3.6)

University of Maryland**,** College Park, MD

**Thinkful Full-Stack Flex Bootcamp, 2018**

# Projects & Other work – Projects allow me to work with talented teams to hone my skills..

***Résumé Run*** – Released an arcade game on iOS, Google Play Store, and [Scirra.com](https://www.scirra.com/arcade/action-games/rsum-run-14758) with over 200,000 plays.

**Cellec Games** – Led a team of 5-8 designers from pre-production to the release of 7 educational titles.

**Foi Et Joie** **Volunteer** – Volunte­ered in Haiti creating medi­a to promote donations and educate students.

*240.506.0833* • *Rcsantelices@gmail.com*