**Rodrigo Santelices**

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# Web Developer I am a creative problem solver with a unique flare for originality and.

Creative and dedicated Developer /Artist / Quality Analyst with hands on experience in game and application development. I take pride in my work and can successfully communicate complex ideas through verbal and visual representation. Eager to work on ambitious projects that push boundaries with a company whose culture can cultivate creativity.

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

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| --- | --- | --- | --- |
| * JavaScript | * Web APIs | * Game Usability and Testing | * JavaScript |
| * jQuery * HTML & CSS | * Adobe Creative Suite * Content Prototyping | * Methods & User Experience * Collaborative Documentation | * jQuery * HTML & CSS |

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

**Microsoft,** Redmond, WA, August 2017– Present

**Technical Analyst**

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

**Résumé Run,** Rockville, MD, November 2016 – July 2017

**Programmer, Designer and Artist**

* Designed an arcade game based on the challenge of finding a job and moving up the corporate ladder.
* *Résumé Run* Online has been played by more than 10,000 players, over 30,000 times on [Scirra.com](https://www.scirra.com/arcade/action-games/rsum-run-14758).
* *Résumé Run* is available for free on [iOS](https://itunes.apple.com/app/id1236340235) and [Google Play Store](https://play.google.com/store/apps/details?id=com.rodrigosantelices.resumerun#details-reviews) with over 3,000 downloads.

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

**Co-Founder and Designer**

* Founded and led an indie game studio with a staff of six graduate students to develop *Trap House*, a game focused on competitive brawling, using Unity 3D (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

**Codecademy Credential: Build Front-end Web Apps from Scratch**

**Currently enrolled in Thinkfull’s Full-Stack Flex Bootcamp**

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

**Cellec Games,** June – October 2015**.** 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.

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