




Santiago Broncas Bernardino

Game Engine Programmer

 santibberna@gmail.com

 Breda, Netherlands

 github.com/santibberna

 <https://santibberna.github.io>

Profile

Versatile Game Engine and Tools student from BUAS, with a deep understanding of C++ and great problem solving capabilities. Strong background on agile/scrum team processes, multi-threaded systems, content pipelines and automation. Interested in working on extensible, performant and easy to use tools and systems related to content creation and processing, game UI or network programming.

Education

Creative Media and Game Technology - Programming Track

Breda University of Applied Sciences

09/2022 – present

Breda, Netherlands

Projects

Blightspire - Fast Paced Boomer Shooter

09/2024 – present

Year long custom engine project - to be released on Steam

- Integrated Scripting language to improve iteration times
- Managed CMake, added automated build and unit tests

TankOn! - LAN Versus Game

11/2024 – 02/2025

Self study into networking and multiplayer games

- Implemented server-client architecture with Boost.Asio
- Created a simple game UI framework

Blossom - Nature Walking Sim

02/2024 – 06/2024

Team project on a graphically impressive game (custom engine)

- Created editor GUI, used by tech artists to create a level for the game
- Implemented serialization and loading of game scenes

Libstream - Async Asset Streaming

11/2023 – 02/2024

Research project into level streaming and resource management

- Used a thread pool for parallelism
- Optimized glTF files into a runtime format
- Loaded level chunks on-demand

Skills

Programming

C++, Boost.Asio, SDL, OpenGL, CMake,
Python, Lua

Software

Microsoft Visual Studio, Git / GitHub,
Perforce, VSCode, JetBrains CLion

Languages

Portuguese (Native Speaker)
English (Professional Fluency)

Hobbies

Drumming, Music, Playing vintage games