

# Sara San Martín

Engine Programmer

Santiago, Chile. GMT-2/3

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[Full Portfolio](#) 

[Linkedin](#) 

## EXPERIENCE

**(Freelance) [Friendly Llama](#)** , Santiago, Remote — *Unity Developer*


Mar. 2024 - May 2024

Optimized CPU game performance using DOD principles and polished gameplay mechanics and graphics for the game: [The Eightfold Path](#) .

**Arcadius Entertainment**, Santiago, Hybrid — *Unreal Engine Developer and Game designer.*

Oct. 2022 - Mar. 2023

Developed and implemented gameplay features using Unreal Engine C++, including Playfab and EOS integration, and AI systems.

**(Internship) [Minverso](#)** , Santiago, On-Site — *Unity Developer*

Aug. 2022 - Oct. 2022

Graphics optimizations for VR applications (Standalone Meta Quest 2), technical documentation for custom tools and general technical support for the company.

## LANGUAGES

Spanish (native)

English (advanced)

## SOFT SKILLS

Problem-solving, teamwork, initiative, communication, self-learning, mentoring.

## TOOLS

C, C++, C#, Unity, Version Control (Git), Computer graphics, Linux, OpenGL, Vulkan, HLSL, GPGPU.

## EDUCATION

**Instituto Profesional Arcos**

Santiago — *Game designer*

2021 - 2024

# Projects

