

Marcus Angelo Santos

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[Portfolio](#) - [LinkedIn](#)

Skills

Software: Adobe Creative Suite, Office Suite, Figma, Unity, Unreal Engine, Autodesk Maya, Blender, Agile Methodologies

Languages: C#, C++, Java, Python, Blueprint Visual Scripting

Experience

TECSYS, QA Analyst Intern

Sept 2023 – Dec 2023

- Design advanced tests to assess the **functionality and accessibility** of **50%** of the newly implemented platform features of a large-scale supply chain platform using **Microsoft Azure** and the **Adobe Suite**
- Collaborate with multiple **development teams** and other **stakeholders** to assure a quality experience for over **1000+** companies and businesses
- Perform **manual** and **automated** test execution to assure the safe implementation of large-scale features affecting **90%** of the application's functionality and design
- Participate and present in **Agile Ceremonies** such as daily stand ups, retrospectives, sprint reviews, and sprint refinements to coordinate strategies for successful software services in the supply chain industry

WARNER BROS. DISCOVERY, Software QA Intern

Jan 2023 – Apr 2023

- Collaborate and advocate for quality throughout the software development lifecycle in an Agile environment during the development of the **4th largest streaming platform in the world**
- Contribute to the improvement of testing at Warner Bros. Discovery, executing **65+ Test Cases daily**, speeding up test execution process by **30%**
- Designed and executed **automated and manual tests** for their new streaming service, "Max" on **web, mobile, and console platforms**
- Create and maintain testing documentation and records using Jira, Confluence, and Test Rail to assure proper implementation of QA processes

Projects

INGENIUM VR ESCAPE ROOM, Lead Game & Puzzle Designer

Jan 2024 – Apr 2024

- Lead the conceptualization, design, and development of a **virtual reality escape room** project tailored specifically for Ingenium's Digital Innovation labs.
- Crafted **immersive environments, intricate puzzles, and engaging mechanics** to deliver a captivating and memorable experience for users exploring virtual entertainment.
- Utilized an online virtual reality frameworks to develop an optimal **Escape Room** experience for **mobile, desktop, and VR platforms**

OTTAWA GAME JAM 2024, Lead Game Designer

Feb 2024

- Spearheaded the creation of a diverse range of mini-games for a mobile party game, achieving **1st Place** in the **Ottawa Global Game Jam**.
- Led a team in the conceptualization, design, and implementation of mini-games, fostering collaboration and creativity to achieve a cohesive game concept.
- Utilized programming skills to develop **50%** of the mini-games within the **Unity game engine**, optimizing performance and ensuring seamless integration with the overall game design and mechanics.

Education

Carleton University

Bachelors of Information Technology (BIT) Interactive Multimedia & Design

- Fourth Year
- Claude Bissell Scholarship