

MARCUS ANGELO SANTOS

marcusangelosantos@cmail.carleton.ca – (647)-546-0315

www.marcusangelosantos.ca - <https://www.linkedin.com/in/marcus-santos-a43a04211/>

Skills

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

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

Experience

TECSYS, QA Analyst Intern

Sept 2023 – Dec 2023

- Design various tests to assess the **functionality** and **accessibility** of newly implemented platform features of a large-scale supply chain platform using **Microsoft Azure**
- Collaborate with colleagues in **Customer Care** and other developers to assure the **optimal user experience** on the application
- 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
- 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**

Projects

OTTAWA GAME JAM 2023, Programmer and Level Designer

Feb 2023

- Designed the level layout to incite and encourage players to create rootlike systems with the root mechanics given to them
- Implemented interaction between 2D game objects using vector math and the Unity game engine
- Implemented the game's fog of war system and player point of view/camera controls (zooming and panning)

DINGO DEVS, Game Designer & Lead Programmer

Dec 2021 – Apr 2022

- Designed the game mechanics, level layout, and UI/UX features of a rogue-like game using Unity, constructing **75%+** of the gameplay
- Hosted and administrated the Git repository for the development of the web-based game
- Programmed and constructed a **95%** of the game's code using **C#** and **C++**
- Managed and edited the implementation of collaborator code to assure intended outcomes

Education

Carleton University

Bachelors of Information Technology (BIT) Interactive Multimedia & Design

- Third Year Standing
- Claude Bissell Scholarship