

Rodrigo Santelices



Front-end Engineer

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CAREER OBJECTIVE

Results-driven developer, designer, and leader with a proven track record in delivering impactful solutions across application, web, and game development. Passionate about creating intuitive user experiences and driving measurable outcomes. Experienced in leading cross-functional teams and collaborating with stakeholders to bring innovative ideas to fruition. Seeking opportunities for personal and professional growth in a dynamic and forward-thinking tech environment.

WORK EXPERIENCE

Lead Front-end Engineer - Purefy Inc

📅 April 2018 - current 📍 Washington, DC (Remote)

- Design, develop, and iterate on client facing websites and applications including Purefy.com, a proprietary comparison engine attributed with refinancing over \$1 Billion in student loans.
- Lead and collaborate with internal team and external contractors on new functionality, pages, marketing, UX research and SEO.
- Enhance and manage suite of websites and applications, using real-time data and analytics to effectively identify and prioritize solutions.

Technical Analyst - Microsoft

📅 April 2017- 2018 📍 Redmond, WA

- Executed complex test cases leading to the launch of the Xbox One X hardware and software.
- Delivered thorough fix reports and provided abundant proof detailing cause and occurrence.
- Collaborated with Krafton game studio to prepare their game, PUBG, for release on Xbox consoles.

Lead Game Designer - Hive Mind Studios

📅 October 2015- 2017 📍 Carmel, IN

- Co-Founded a studio of six graduates to develop a competitive platforming game, using Unity game engine.
- Created digital and physical ads to promote the game.
- Released our game on Steam (the highest grossing video game marketplace) after a 7-month production cycle, on target and under budget.

EDUCATION

React.gg, Complete React Course
🎓 [ui.dev](#) - 2024

Full-Stack Flex Bootcamp
🎓 [Thinkful](#) - 2018

M.S Game Design
Valedictorian
🎓 [Full Sail University](#) - 2015

B.A
Double Major
Art & Communications
🎓 [University of Maryland](#) - 2014

PROJECTS

[Aunt Betty Fund](#) - Led UI development and UX for charitable foundation that facilitates family, friends, and donors to directly help students with debt. Built a headless CMS for our content creators.

[Résumé Run](#) - Designed and developed a free arcade game on iOS, Google Store with over 300,000 plays.

[Cellec Games](#) - Led a team of 5-8 designers from pre-production to the release of 7 educational titles.

[Foi Et Joie Haiti](#) - Volunteered in Haiti to promote donations towards building schools.

SKILLS

HTML, CSS, JavaScript, React, Node.js, Blazor, Next.js, Typescript, jQuery, Vue, Wordpress, Figma, Zepelin, PHP, Adobe Creative Suite, Google Tag Manager, Google Analytics