

Sebastian Garcia Montejo

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OBJECTIVE:

Dedicated Game Development student at Rochester Institute of Technology, with a focus in Psychology, leveraging player behavior and cognitive principles to design engaging gameplay systems. Seeking a Game Development internship to contribute gameplay programming and AI engineering using C++, C#, or Unreal Engine Blueprints. Available to work after May 2026, and willing to relocate.

SKILLS:

Languages: C++, C#, GDScript, Blueprints, Java, JavaScript, TypeScript, React, Lua, HTML/CSS

Tools: Unreal Engine 5, Godot, Unity, Visual Studio 2022, Git, Perforce, Visual Studio Code, DX11, DX12

Other: Problem solving, excellent communication, teamwork, gameplay programming, AI systems, tool development, graphics programming, linear algebra

PROJECT EXPERIENCE:

Alchemist Trials | *Gameplay Engineer* | *Academic Project* *September 2025 - December 2025*

- Led the development of AI behaviors in enemy NPCs, ensuring smooth interactions with core gameplay systems.
- Implemented engaging combat encounters using Unreal Engine 5 Blueprints and Behavior Trees, with frequent playtesting in order to iterate and balance combat systems.

In Passing | *Gameplay Engineer* | *Co-op* *May 2025 - August 2025*

- Developed the 2.5D animation framework, used by designers to easily add new characters and animations within Godot.
- Designed a scalable journal pagination system that grows with player progression and character discovery
- Utilized JSON-like resources in order to add new pages with ease, improving maintainability and content iteration

3D Web - Data Visualizer | *Academic Project* *October 2024 - November 2024*

- A node-based data visualizer with spring physics simulation, made using openFrameworks and programmed in C++. This data visualizer allows for 3D camera control and customizable data. Nodes can be renamed or moved using mouse controls.
- Developed as a force-directed graph, meaning that when one node is moved, the rest of its connections are moved with a spring-like force.

EXPERIENCE:

RIT MAGIC Maker Program | *Gameplay Engineer* | *Co-op* *May 2025 - August 2025*

- Worked with designers to reevaluate deliverables after the first milestone, cutting out unrealistic goals while maintaining key gameplay concepts.
- Presented gameplay systems and milestone progress to stakeholders, strengthening communication of technical ideas to contribute clearly and effectively within cross-disciplinary teams.

EDUCATION:

Rochester Institute of Technology (RIT), Rochester, NY
Bachelor of Science, Game Design and Development
Immersion (Concentration) in Psychology

Expected Graduation: May 2026