Sebastian Garcia Montejo

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SUMMARY:

Game Design and Development student at Rochester Institute of Technology seeking a Game Development internship or full-time position (available May 2026, open to relocation). Experienced in gameplay programming, AI systems, and tool development using C++, C#, Unreal Engine 5, Godot, and Unity, with a background in psychology applied to player-centered design and user experience.

SKILLS:

Languages: C++, C#, GDScript, Blueprints, Java, JavaScript, TypeScript, React, Lua, HTML/CSS, HLSL
Tools: Unreal Engine 5 (UE5), Godot, Unity, Visual Studio 2022, Git, Perforce, Visual Studio Code, DX11, DX12
General: Gameplay programming, AI systems, tool development, debugging, graphics pipeline, shader programming, linear algebra, Agile workflow

TECHNICAL PROJECTS:

Alchemist Trials | Gameplay Programmer | Unreal Engine 5 | Sep 2025 – Dec 2025

- Architected the enemy AI system interfacing with both the combat system and level scripts, collaborating with designers to maintain stable system interactions and smooth gameplay.
- Implemented engaging combat encounters using Unreal Engine 5 Blueprints and Behavior Trees, utilizing feedback from 3+ playtests to balance NPC combat capabilities.

In Passing | Gameplay Programmer | Godot | May 2025 – Aug 2025

- Developed the 2.5D animation framework for all 9 characters, allowing designers to add new characters and animations without writing any code.
- Designed a scalable journal pagination system supporting all NPCs. Tracks character discovery and player progression by adding informational notes to pages.
- Leveraged JSON data resources to streamline journal content iteration, reducing workload for designers and improving maintainability.

3D Data Visualizer | C++ / openFrameworks | Oct 2024 – Nov 2024

- Built a node-based 3D data visualizer in C++ using openFrameworks, rendering 40 nodes in real time with spring physics simulation, 3D camera control, and interactive mouse-driven node editing.
- Implemented a force-directed graph algorithm to simulate spring-based node relationships and improve data readability for character mapping.

WORK EXPERIENCE:

MAGIC Maker Program | Gameplay Programmer (Co-op) | May 2025 – Aug 2025

- Saved a one-off minigame feature from being cut by pitching a redesign to fit the rescoped project, implementing raycasted selection and rigidbody physics for immersive object manipulation.
- Communicated gameplay systems and milestone progress to non-technical stakeholders, bridging engineering and design disciplines across a cross-functional team.
- Engineered and iterated on core gameplay systems within an Agile workflow, collaborating with 3 other designers and artists to maintain stability across milestone builds.

EDUCATION:

Rochester Institute of Technology (RIT), *Rochester, NY*
Bachelor of Science, Game Design and Development
Concentration in Psychology
Graduation: May 2026