

# Mark Renzo Manuel Santiago

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## SKILLS

**Programming Languages:** Javascript    **Databases:** MongoDB, PostgreSQL    **Infrastructure:** AWS

**Libraries/Frameworks:** React.js, css-in-js, Next.js, Typescript    **Version Control:** Git

## EXPERIENCE

### **Twitch.tv | Software Engineer** - San Francisco, California

May 2021 - March 2023

- Built and maintained an internal web-based framework used by various teams across Twitch to build internal-facing apps and Twitch clients on various platforms.
- Integrated several video player backends, giving applications the choice of which players to use and interact with via a common API. This unblocked the development on some platforms that were experiencing issues on Twitch's internal video player.
- Utilized an internal AWS CDK framework to build alarms and graphs around business-critical metrics, allowing my team to detect issues in real time and assist on-call with mitigation.
- Supported in the delivery of Twitch clients on new platforms including the Nintendo Switch and Apple TV

### **LivelyHSA | Software Engineer** - San Francisco, California

March 2020 - May 2021

- Built a variety of employer-admin facing features that allowed them to manage employees, aggregate HSA related data, and more.
- Contributed to the new Front-end Component Library that is home to a large and growing set of react components re-used across different LivelyHSA products.
- Resolved several pain-points from employee enrollment and hsa contributions and provided on-call assistance to our CSM team to help diagnose issues.

### **Battlefy | Software Engineer** - Vancouver, British Columbia

January 2019 - February 2020

- Collaborated with a team of designers, engineers, and PMs to ideate, design, implement, and iterate on various features for the Battlefy platform.
- Contributed to re-designing the user event-tracking framework, providing a streamlined flow for tracking user events on the platform.
- Worked on a variety of B2B deal projects providing a unique esports experience for players and organizers.
- Built in-house tools on the platform to eliminate tedious tasks originally done by our admins and/or devs, leading to an increase in saved time for multiple teams.

### **Zedge | Software Engineer** - San Francisco, California

April 2018 - January 2019

- Built a web-app that enables artists to manage their content uploaded on Zedge, and also built an internal app that allows zedge admins to moderate content.
- Architected solutions towards building new functionality, implementing new UI, and fixing current issues in the application.

## EDUCATION

### **University of California, Merced - B.S Computer Science and Engineering**

August 2013 - July 2019