

Santiago Castaneda Munoz

SENIOR SOFTWARE ENGINEER

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CORE STRENGTHS

- Cross-platform SDKs
- API & versioning design
- Native ↔ Unity bridging (FFI)
- AI dev tooling
- CI/CD & release automation
- Test automation

LANGUAGES

- C#
- C++
- Objective-C
- Java / Kotlin
- Swift
- JavaScript / TS
- Python

PLATFORMS & ENGINES

- Unity
- Unreal Engine
- iOS
- Android
- UWP

TOOLING & INFRA

- GitHub Actions
- Fastlane
- Bazel
- Unity UPM
- NuGet
- AWS S3
- Maestro E2E
- TestRail
- Allure
- BrowserStack

AI / LLM

- Claude / Claude Code
- Agentic code review
- LLM-gated CI
- Skill / agent authoring

EDUCATION

- B.S. — Full Sail University
- Human-Computer Interaction
- 2016 – 2018 · GPA 3.93 / 4.0
- Valedictorian
- Full Stack Web Development
- The University of Texas at Austin
- 2020 – 2021 · GPA 4.0 / 4.0 · Certified

SUMMARY

Software engineer with 7+ years building cross-platform, cross-language SDKs for the mobile gaming and ad-tech industry. Owns the Unity layer of a production ad-mediation platform, shipping features in lockstep across Unity (C#), iOS (Obj-C/Swift), and Android (Java/Kotlin) and standardizing API surface, versioning, and backward compatibility across all three. Recently authored AI-powered developer tooling — custom release-automation skills, LLM-assisted test authoring, and review-workflow guardrails — and a cross-platform end-to-end test-automation framework. Effective driving technical direction and API consistency across native platform teams without formal authority.

7+

YEARS

EXPERIENCE

200+

PRS MERGED

/ YEAR

515K+

PACKAGE DOWNLOADS

NPM + NUGET

20+

PUBLIC UNITY

ADAPTERS

PROFESSIONAL EXPERIENCE

Senior Software Engineer, Unity / SDK Platform — Chartboost Jun 2022 – Present Austin, TX

- Own and maintain the Chartboost Mediation and Core Unity SDKs (open source) plus an ecosystem of 20+ public Unity ad-network adapters, distributed via Unity UPM and NuGet, with C# wrappers bridging Android (Java/Kotlin) and iOS (Obj-C/Swift) native layers.
- Ship features coordinated in lockstep across the Unity, iOS, and Android SDKs, driving a consistent public API surface, versioning strategy, and backward compatibility across three platforms and languages.
- Authored AI-powered developer tooling — release-automation skills, LLM-assisted test authoring, project-context grounding, and review-workflow guardrails feeding the team's LLM-based CI review — cutting manual release toil.
- Designed and built a cross-platform end-to-end test-automation framework (Maestro-based) with TestRail and Allure reporting and BrowserStack device execution, materially raising release confidence across the SDK family.
- Architected CI/CD on GitHub Actions + Fastlane: a single required PR gate for branch protection, Slack reporting, self-healing Unity license activation, and iOS canary builds supporting a Bazel migration.
- Built Unity Editor tooling for cloud-based (AWS S3) adapter updates and added sync/async native bridging; merged 200+ pull requests in the past year across SDK and tooling repos.
- While Chartboost was a Take-Two company (through early 2025), partnered directly with Zynga and 2K Games engineering teams to integrate, debug, and tailor Chartboost technologies to their titles; provided technical leadership for the Unity team.

Software Engineer, Client / SDK — Tilting Point Feb 2019 – Jun 2022 New York, NY

- Developed and optimized multi-platform features across C#, Objective-C, Java, and C++, ensuring performance and compatibility for AAA mobile titles.
- Evolved the in-house SDK from a monolithic Unity package into a modular, package-based SDK where studios integrate only the features they need; distributed via GitHub Packages and Unity Package Manager.
- Integrated and extended third-party SDKs — Leanplum, Amplitude, Adjust, AppsFlyer, Firebase, Helpshift, IronSource — adding custom functionality to meet studio requirements.
- Spearheaded iOS 14 transition and compliance; designed a generic CI/CD pipeline for Android, iOS, and UWP; optimized mobile speed, memory, and app size.
- Contributed to shipped cross-platform titles including SpongeBob: Krusty Cook-Off, Warhammer: Chaos & Conquest, TerraGenesis, Zombieland: AFK Survival, Languinis, Sneaker Craft, and M&M's Adventure; additionally took on contractor work on TerraGenesis and TerraGenesis: Landfall to help both reach their release goals.

SELECTED PROJECTS

Chartboost Mediation & Core Unity SDKs github npm nuget

Open-source Unity ad-mediation SDKs bridging Android & iOS native layers — UPM/NuGet distribution, 20+ public ad-network adapters, and cloud-updatable adapters. The public mirror of the internal monorepo work I own — 26 public packages with 515K+ downloads across npm and NuGet.

AI-Powered Developer Tooling & Test Automation — Chartboost (internal)

AI pieces I authored in the SDK monorepo — release-automation skills, LLM-assisted test authoring, project-context grounding, and review-workflow guardrails feeding the team's LLM-based CI review. Plus a Maestro-based cross-platform end-to-end test-automation framework with TestRail, Allure, and BrowserStack device execution.