Juliana Soranno

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EDUCATION

New York University, *Brooklyn, NY*   *May 2023*
    Bachelor of Science in Computer Science, *Minor in Game Engineering*
    GPA: 3.5, Dean's List 2023

TECHNICAL SKILLS

- Python
- C, C++, C#
- Java, HTML
- Lua

- Blueprint Visual Scripting
- Unreal Engine 4/5
- Unity 2D/3D
- Godot

- OptiTrack, Motive
- Autodesk MotionBuilder
- Adobe Photoshop
- Blender, Cinema4D

PROJECT EXPERIENCE

Ember Point, *Lead Motion Capture Artist and Technical Designer*   *Jan 2023 – May 2023*
A third person combat focused action game built in Unreal Engine 5, team of 11
- Directed, captured and processed 16 performance capture shots including retargeting, characterizing, and blueprinting for 2 in-game cutscenes and cinematic trailer
- Co-designed and implemented 1 of 3 levels: grey-boxed fountain and train yard, level blueprinted sequence of events (doors opening, cables lighting, and animation/cinematic triggers), 3D modeled and blueprinted procedurally generated cables and exploding targets

King of the Colony, *Gameplay Programmer*   *Apr 2023*
A top down 2D pixel game in Unity 2D to spread awareness of the DSNY's sanitation policies, team of 3
- Implemented player animations, tile-map/map layout, and UI
- Scripted 2 minigames and their related functions including clickable items, item spawners, point-and-click shooting system, 2 scoring systems, player movement, health bar, menus, UI, and sounds

Food Share, *Lead Front End Developer*   *Sep 2022 – May 2023*
A software to help colleges dormitories manage food pantries, team of 4
- Designed and implemented a dashboard style user interface to manage personal data, requests/donations, pantries, and inventories in HTML
- Customized and coded 2 login pages and 6 web pages with multiple forms, buttons, display tables, and metrics involving item requests/donations, inventory management, and food pantry management

Sudoku Solver, *Developer*   *May 2022*
An executable program in Python that will solve any 9x9 Sudoku puzzle using the backtracking algorithm
- Implemented the backtracking algorithm using minimum remaining value and degree heuristics
- Average runtime 98ms

WORK EXPERIENCE

Penguin Coding School, *Brooklyn NY, Coding Instructor*   *Aug 2022 – April 2023*
- Instructed classes of 2-25 students at 4 different expertise levels in Python, Roblox, Scratch, and JavaScript
- Created custom age-appropriate lesson plans based on student designs and interest

RELEVENT COURSEWORK

Artificial Intelligence, Design & Analysis of Algorithms, Ethics and Technology, Game Design, Game Programming, Video Game Economies, Motion Capture, Operating Systems, Software Engineering