

Juliana Soranno

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WORK EXPERIENCE

Game Engineer (Unity/C#) – [\(Steam Link\)](#)

Oct 2024 – Present

Hometopia - New York, New York

- Designed and implemented UI/UX elements and menu systems in Unity for *Hometopia*, including an in-game screenshot tool that allowed players to capture and share their creations to their portfolio and Steam profile.
- Integrated features such as post-processing settings, field-of-view settings, pop-ups, menus, buttons, toggles, search fields, animations, download systems, and save-to-portfolio systems to optimize interface performance and polish user workflows, contributing to *Hometopia*'s successful Early Access front-page feature on Steam.

Front End Engineer

Jan 2024 – July 2024

Everyrealm Inc. - New York, New York

- Architected and maintained the front end of Everyworld, a high-performance Web3 application serving 30,000 active users, using React, Next.js, TypeScript, Zustand, and Tailwind CSS.
- Translated complex Figma designs into responsive, reusable React components, integrating features like account settings, crypto wallet connection, landing pages, profile pages, pop ups, and player tier/badge systems.
- Collaborated with backend developers to integrate AWS Lambda, DynamoDB, and API Gateway, significantly boosting application performance and scalability.

Coding Instructor

Aug 2022 – April 2023

Penguin Coding School - Brooklyn New York

- Instructed classes of 2-25 students at 4 different expertise levels in Python, Roblox, Scratch, and JavaScript
- Created custom lesson plans at varying experience levels based on student interests

PROJECTS

Library App – Full Stack Engineer – [\(GitHub Repo\)](#)

Aug 2024 – Present

(Ongoing) a library management application (React, Next.js, TypeScript, MongoDB, Firebase, JavaScript)

- Developed a full-stack Library Management System enabling CRUD operations for managing personal book collections and favorite/completed books. Utilized the Google Books API with RESTful API requests, data parsing, and efficient storage in MongoDB.
- Implemented Firebase Authentication for secure user login and session management, ensuring seamless front-to-back integration and responsive UI with Tailwind CSS.

FoodShare – Lead Front End Engineer – [\(Github Repo\)](#)

Sep 2022 – May 2023

A web application 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.

Ember Point – Lead Motion Capture Artist and Technical Designer – [\(Steam link\)](#)

Jan 2023 – May 2023

third person combat focused action game built in Unreal Engine 5, team of 11 (shipped on Steam)

- 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: gray-boxed fountain and train yard, blueprinted doors opening, cables lighting, and animation/cinematic triggers, 3D modeled and blueprinted procedurally generated cables and exploding targets in Blueprints Visual Scripting.

EDUCATION

New York University, Tandon School of Engineering, Brooklyn, NY

Sept 2019 – May 2023

B.S. Computer Science, Minor in Game Engineering, Dean's List 2024

TECHNICAL SKILLS

Web Development: React, TypeScript, Next.js, Zustand, Tailwind CSS, CSS, JavaScript, HTML, Python, C++, Mongoose, MongoDB, Firebase, Privy, Axios, Express, Node.js, Amazon Web Services, AWS Lambda, DynamoDB, API Gateway, REST, RESTful API, SQL, PostgreSQL, MySQL, Unreal Engine 4&5, Unity 2D/3D, Unreal Engine Blueprinting, C#, OptiTrack, Motive, MotionBuilder, PhotoShop, GitHub, Vercel, Jira, Confluence, Figma