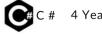
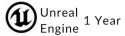


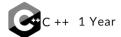
# SOFTWARE EXPERIENCE

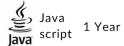


Unity 4 Years













PERFORCE

### **SKILLS**

- Organizational & time management skills
- Al/Npc programming
- Strong work ethic & cooperative attitude
- Innovative
- Disciplined

#### **PORTFOLIO**



# **BRYAN** SOTO

# Game Programmer & Designer

▼ BryanSotoProgramming@gmail.com

914-979-4739

https://bryansoto.net

**Q** Wethersfield, CT 06109

## **PROJECTS**

"Dead on arrival" - Unity

# C# Progammer, Game Designer, Project Manager

2023

- Enemy Al Development using state machines
- Keep team project organized using Trello management software
- Design, program, and evaluate game mechanics and Al.
- Facilitate playtesting and create playtest surveys.
- Develop sight and Hearing sensors for Al

"DodgeKnight" - Unity

## C# Progammer, Game Designer

2022

- Refactor and optimize game mechanics
- Design and implement a random projectile spawning mechanic
- **Develop** a **scoring mechanic** that awards points to players upon successful interaction with color-matched projectiles

### **WORK EXPERIENCE**

Intern Programmer - "We The People" **Blueprint Engineer / C++** 

2023 - Present

- Modify Code for modularity
- Leverage **Unreal Engine** and **Steam** to develop a pipeline enabling multiplayer functionality in game.
- Assist in world building to enhance player immersion.
- Utilize **procedural generation** techniques for detailing elements within the game world, such as terrain and ivy.
- Train under senior development staff with a focus on mastering **Blueprints** in **Unreal Engine**.

U.S. Army

Heavy Diesel Technician / Soldier

2014 - 2020

- Troubleshooted equipment issues, honing **problem-solving** skills.
- **Trained** and **managed** a team of 12 soldiers in mechanical operations and maintenance.
- Organized and maintained records of equipment repairs and maintenance schedules.
- Communicated technical issues and repair updates to higher-level military personnel.
- Performed component replacements requiring adherence to **technical manuals**,

### **EDUCATION** -

Quinnipiac University

Bachelor of Game Development & Design

Concentration: Technology

2020 - 2024

College of Westchester

Associates of Graphic

Design

2012 - 2014