BRYAN SOTO

Game Programmer & Designer

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📍 Wethersfield, CT 06109

SOFTWARE EXPERIENCE

Unity 4 Years

C # 4 Years

Unreal Engine 1 Year

C ++ 1 Year

Java script 1 Year

Microsoft Visual Studio Code

GitHub

PERFORCE

SKILLS

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

PORTFOLIO

PROJECTS

"Dead on arrival" – Unity
C# Progammer, Game Designer, Project Manager   2023

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

"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"   2023 – Present
Blueprint Engineer / C++

- **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