

Bryan Soto

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NOTABLE PROJECTS

Dead on Arrival 2023

- Developed NPC/Enemy behavior systems, including seek, locate, patrol, line-of-sight components, for use in state machine written in C#.
- Created and organized Trello project boards, delineating tasks, timelines, and responsibilities for team members.
- Managed a project using Trello management software for a team of five with diverse development disciplines.
- Developed fundamental core mechanics, including player movement, inventory systems, and resource management, to create engaging gameplay loops.
- Facilitated playtesting sessions to gather feedback on gameplay mechanics, level design, and overall player experience.

Dodge Knight 2022

- Refactored and optimized game mechanics for improved performance and maintainability.
- Designed and programmed a randomized projectile spawning mechanic to enhance gameplay variety.
- Developed a scoring mechanic that dynamically awards points to players upon successfully interacting with color-matched projectiles using actions.
- Proficient C# programmer with expertise in Unity game development.

PROFESSIONAL EXPERIENCE

We The People Remote Work

Video Game Programmer Intern 2023 - Present

- Modify code to enhance modularity.
- Assist in world-building to elevate player immersion.
- Leverage Unreal Engine and Steam to develop a pipeline enabling multiplayer functionality within the game.
- Utilize procedural generation techniques to detail terrain and ivy within the game world.
- Train under senior development staff with a focus on mastering Blueprints in Unreal Engine.

U.S. Army Colorado

Diesel Technician/Soldier 2014 - 2020

- Troubleshoot equipment issues while honing problem-solving skills.
- Trained and supervised a team of 12 soldiers in mechanical operations and maintenance.
- Organized and maintained records of equipment repairs and maintenance schedules.
- Performed component replacements while adhering to technical manuals.
- Communicated technical issues and repair updates to higher-ranking military personnel.

TECHNICAL SKILLS

Programming Languages: C# (4 years), C++ (1 year), JavaScript (1 year),

Engines: Unity (4 years), Unreal Engine 5 (1 year)

Tools: Visual Studio Code (4 years), GitHub (4 years), Perforce (1 year)

Content Management: Trello, Google Drive

EDUCATION

Quinnipiac University

Bachelor of Game Development & Design

Concentration: Technology

Connecticut

2020 - 2024

The College of Westchester

Associates of Graphic Design

New York

2012 - 2014