

Chelsea Soto

Technical Designer

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LinkedIn: www.linkedin.com/in/chelseasoto001 | Portfolio: www.chelseasoto.github.io

Skills

Game Design: UI/UX Design, Game Mechanics

Programming: Unity C# Scripting, Unreal Blueprints

Tools: Unity, Unreal Engine, GitHub, GitHub Desktop

Languages: English (Native), Spanish (Bilingual Proficiency)

Interpersonal: Collaboration, Communication, Problem-Solving

Management: ClickUp, Google Sheets, Google Docs, Google Drive, Discord

Experience:

Producer, Technical Designer & Support Programmer

Excavator Studios | Fall 2024 - Spring 2025

- Managed an 11-person team on *Revenant: Through the Veil*
- Helped programmed user interface and heads-up display with Unreal Blueprints.
- Worked on Xbox controller compatibility in the UI.
- Assigned tasks to each member through ClickUp and Google Suite.
- Helped the team solve any version control issues that may come up on GitHub.
- Led team meetings with our creative director to make sure everyone is on track.
- **GitHub Repository:** <https://github.com/ChelseaSoto/Revenant>

UI Programmer

Team Cryptid Control | Spring 2024

- Programmed game menus, loading screens, and cutscenes while resolving merge conflicts.
- Collaborated within a 9-person team to deliver a polished project.
- **GitHub Repository:** <https://github.com/corysmith19x/GP3-Team-2-Repo>
- **Itch.io:** <https://corysmithereens.itch.io/cryptid-control>

UI Programmer & Artist

Citrusbombers | Spring 2024

- Created UI elements and levels for *Citrus POP!* using Unity and Figma.
- Coordinated with the team to meet project deadlines and quality benchmarks.
- **GitHub Repository:** <https://github.com/ChelseaSoto/CitrusBombers>
- **Itch.io:** <https://citrus-bombers.itch.io/citrus-pop>

Education:

Bachelor of Arts in Digital Media (Game Design Track)

University of Central Florida

Graduated: May 2025