

Marc Soliman

Allen, TX

marc.soliman@outlook.com

[linkedin.com/in/marc-soliman-73333515b](https://www.linkedin.com/in/marc-soliman-73333515b)

<https://github.com/MarcSoliman>

Summary

I am a lover of the creative process first and foremost. To list a single aspect of it would be doing a disservice to all that goes into creating a product or an interactive experience!

The essential skills I learned when I attended The Arts Academy include -

- The ability to easily conceptualize and create high-quality designs
- Maintaining the speed needed to create multiple iterations for pre-production purposes.
- Team working, Leadership, and communication skills.

Attending UTD and majoring in ATEC -

- I Became experienced with the rest of the software/game development pipeline
- Working between the VFX and Concept Art teams of the ATEC Game Lab, I conceptualized and built production ready assets and heavily contributed to main visual aspects of the project (Galaxy Busters Elite)
- Utilizing professional level project management tools, I drove the pace of advanced real-world group projects which led to deadlines being met.

Coming from a background in programming -

- I am fluent in languages such as C#, Python, Javascript, GML, GDScript, etc.
- Have experience with Unreal Engine's Blue Prints visual scripting systems.
- Using these skills I built Maya Python Plugins, multiple games, and also websites using popular frameworks such as React/NextJS and Svelte!

Professional Skills

Web Development | React | NextJS | Javascript | Typescript | CSS | HTML | JSX | Python | C# | C++ | Java | GDScript | SQL | Game Development | Unity | Unreal Engine | Blueprints | Godot | Software Development | Maya Tools Development | Plugin Development

Experience

Mr.Clean.exe

Viral Game Project

Oct 2021 - Oct 2021 (1 month)

- Received over one million organic views across all platforms.
- Created this short satire horror game experience within a few short days using Unreal Engine 5.
- Developed an easy and straight-forward quest and dialogue system for the project.

Pokemon Guess Game

React/NextJS

2022 - 2022 (1 year)

- Utilized the PokeAPI service to read and display various Pokemon data.

- Using the NextJS React framework, created a clean and organized link between the front-end and back-end of the web app
- Created an original and aesthetic design using Figma

Maya Python Tools

Animation Tools Development

2020 - 2021 (2 years)

- Created a version file saving plugin with an easy-to-navigate UI for Maya using Python.
- Developed a modular scattering plugin for Maya to assist in quick yet efficient scene dressing.
- Created tools and plugins in order to aid in the development of complex animations.
- Explanation videos were created to explain to users the correct use of the plugins.
- The Scatter plugin was featured by Developer and UTD Professor Nelson Lim as a successful and efficient Python Maya Plugin.

Galaxy Busters Elite

ATEC Game Lab

2021 - 2021 (1 year)

- Created quality concept art as well as VFX and feedback art and systems in order to develop the game for The University of Texas at Dallas.
- Created Concept Art and the final designs for the player ship and various enemy ships.
- Created prototypes based upon design ideas using Maya, Photoshop, and the Unity Particle System.
- Communicated with art, production and programming teams to design innovative game elements and optimize quality for better player experiences.
- Used professional design tools to create characters, vehicles, and unique elements.
- Assessed final products to check quality and consistency with creative vision.

The Internship

Godot Game Jam (1st Place)

2021 - 2021 (1 year)

- First Place Winner of the Godot Wild Game Jam #35 - A narrated puzzle platformer experience completely solo developed.
- Created animations, audio effects, and quality voice acting for the game.
- Developed modular and reusable scripts which followed clean-code conventions and built the logic of the game.
- Received high praise and positive reviews pointing out the smooth controls as well as the polished game-feel and feedback systems.
- Used debugging techniques to identify issues with computer code and resolve errors.
- Focused on user accessibility and ease of use when designing various systems and building out the game.

Education



The University of Texas at Dallas

Bachelor of Arts - BA, Animation, Interactive Technology, Video Graphics and Special Effects

2019 - 2021



Collin College

2017 - 2020

Skills

English • Communication • Project Management • Object-Oriented Programming (OOP) • Game Development • Web Development • C# • JavaScript • Python (Programming Language) • TypeScript

Honors & Awards



ATEC Games Concentration - The University of Texas at Dallas

Accepted into the ATEC Game Development Pathway which has an approval rate of 20%

Arts Academy Student Honors - NJ Arts Academy

Awarded honors throughout the years attending the Arts Academy