Daniel Soberanis-Chacon
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SUMMARY

Experienced game programmer seeking a position to work in a suitable environment to provide well-designed games. I have 4 years of experience with programming using multiple languages and multiple game engines. When programming, my primary focus is making the game innovative, functional, user-friendly, and most importantly fun.

SKILLS

- Experienced in multiple languages such as C#, C++, and Python.
- Experienced in multiple game engines such as Unity and Unreal.
- Communication among the programming team.
- Innovative with the methods to get a function to work great.
- Easily motivated to get the job done on time.

EXPERIENCE

Build Manager   January 2020-May 2020

Starbomb Showdown
- Responsible for creating a working build of the game.
- Play testing for any bugs that need to be fixed.
- Provide extra help in programming such as programming a timer function and falling death blocks.

Teacher Assistant   June 2020-August 2020

Mason Game & Technology Academy (MGTA)
- Responsible for understanding the course material for both an intro and advance python course
- Assist students with a python program they struggle with.
- Run and test other students' python program.

EDUCATION

George Mason University   August 2017-May 2021
Fairfax, Virginia
- Computer Game Design BFA