Juliana Soranno

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EDUCATION

New York University, *Tandon School of Engineering, Brooklyn, NY*
    B.S. Computer Science, *Minor in Game Engineering, Dean's List*

WORK EXPERIENCE

Front End Engineer   *Jan 2024 – July 2024*
- Architected and maintained the front end of Everyworld, a high-performance Web3 application serving 30,000 active users, using React.js, Next.js, TypeScript, Zustand, and Tailwind CSS.
- Executed comprehensive testing, debugging, and deployment of a dynamic codebase with numerous evolving features, ensuring seamless adaptation and continuous improvement using GitHub for version control and Vercel for deployment.
- Translated complex Figma designs into responsive, reusable React.js components, integrating features like account settings, crypto wallet connection, home pages, landing pages, profile pages, pop ups, and player tier/badge systems.
- Collaborated with backend developers to integrate AWS Lambda, DynamoDB, and API Gateway, significantly boosting application performance and scalability.

Coding Instructor   *Aug 2022 – April 2023*
Penguin Coding School*, Brooklyn New York*
- Instructed classes of 2-25 students at 4 different expertise levels in Python, Roblox, Scratch, and JavaScript
- Created custom lesson plans at varying experience levels based on student interests

PROJECTS

Lead Front End Engineer   *Sep 2022 – May 2023*
FoodShare*, a web application to help colleges dormitories manage food pantries, team of 4*
- Designed and implemented a dashboard style user interface to manage personal data, requests/donations, pantries, and inventories in HTML.
- Customized and coded 2 login pages and 6 web pages with multiple forms, buttons, display tables, and metrics involving item requests/donations, inventory management, and food pantry management.

Lead Motion Capture Artist and Technical Designer   *Jan 2023 – May 2023*
Ember Point*, a third person combat focused action game built in Unreal Engine 5, team of 11 (shipped on Steam)*
- Directed, captured and processed 16 performance capture shots including retargeting, characterizing, and blueprinting for 2 in-game cutscenes and cinematic trailer.
- Co-designed and implemented 1 of 3 levels: gray-boxed fountain and train yard, blueprinted doors opening, cables lighting, and animation/cinematic triggers, 3D modeled and blueprinted procedurally generated cables and exploding targets in Blueprints Visual Scripting.

TECHNICAL SKILLS

Web Development: React.js, TypeScript, Next.js, Zustand, Tailwind CSS, CSS, JavaScript, HTML, Vercel, Python, C++
Video Game Development: Unreal Engine 4 & 5, Unity 2D/3D, Unreal Engine Blueprinting, C#, OptiTrack, Motive, Adobe MotionBuilder, Adobe PhotoShop