

# Juliana Soranno

[jsoranno15@gmail.com](mailto:jsoranno15@gmail.com) | (908) 674-1024 | [linkedin.com/in/juliana-soranno/](https://www.linkedin.com/in/juliana-soranno/) | [julianasoranno.com](https://julianasoranno.com) | NYC

## EDUCATION

New York University, Tandon School of Engineering, Brooklyn, NY

Sept 2019 – May 2023

**B.S. Computer Science**, Minor in Game Engineering, Dean's List 2024

## WORK EXPERIENCE

### Front End Engineer

Jan 2024 – July 2024

Everyrealm Inc. - New York, New York

- Architected and maintained the front end of Everyworld, a high-performance Web3 application serving 30,000 active users, using React, Next.js, TypeScript, Zustand, and Tailwind CSS.
- Executed comprehensive testing, debugging, and deployment of a dynamic codebase with numerous evolving features using GitHub for version control and Vercel for deployment.
- Translated complex Figma designs into responsive, reusable React components, integrating features like account settings, crypto wallet connection, 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

### Library App – Full Stack Engineer – [\(GitHub Repo\)](#)

Aug 2024 – Present

*(Ongoing) a library management application (React, Next.js, TypeScript, MongoDB, Firebase, JavaScript)*

- Developed a full-stack Library Management System enabling CRUD operations for managing personal book collections and favorite/completed books.
- Integrated the Google Books API to allow users to search for and add books to their library, handling RESTful API requests, data parsing, and efficient storage in MongoDB.
- Implemented Firebase Authentication for secure user login and session management, ensuring seamless front-to-back integration and responsive UI with Tailwind CSS.

### FoodShare – Lead Front End Engineer – [\(Github Repo\)](#)

Sep 2022 – May 2023

*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.

### Ember Point – Lead Motion Capture Artist and Technical Designer – [\(Steam link\)](#)

Jan 2023 – May 2023

*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, TypeScript, Next.js, Zustand, Tailwind CSS, CSS, JavaScript, HTML, Python, C++, Mongoose, MongoDB, Firebase, Privy, Axios, Express, Node.js, Amazon Web Services, AWS Lambda, DynamoDB, API Gateway, GitHub, Vercel, Ruby on Rails, REST, RESTful API

**Video Game Development:** UE 4&5, Unity 2D/3D, Unreal Engine Blueprinting, C#, OptiTrack, Motive, MotionBuilder, PhotoShop