Nadya Soto

Email: nadyasst24@gmail.com
Portfolio: https://nads2420.github.io/

WORK EXPERIENCE

Changeling - *Programmer/ Level Designer*

Remote

May - August 2021

Website: https://www.changelingvr.com/

- Level Designer for Aurelia's level. Worked on aspects of the story narrative, design, and scripting of the level.

Code Ninjas - *Code Sensei*

Tampa, Florida

May - August 2020

Website: https://www.codeninjas.com//

- Led instruction for kids ages 7-14 in week-long summer camps to teach kids game development in Scratch, modding in Minecraft, and building their own Roblox games.

Interactive Fiction Library - *Twine(Sugarcube) Programmer*

Remote

January 2023- May 2023

- Assisting Prof. Trent Hergenrader by programming a series of tabletop roleplaying games for online use in the Twine.

English学量　Fox X Global - *Teacher*

茨木市

January 2024-October 2024

Website: https://foxx-global.com/

- Assist with English classes and developing curriculum for the programming classes.

Kansai University GTA (Global Teaching Assistant) - *Instructor*

関西大学

May 2024-July 2024

Website: https://www.kansai-u.ac.jp/Kokusai/globalnavi/mi-room/

- Develop a lesson plan and work with other Kansai University students on their English conversational skills.

teamLab Biovortex Kyoto - *Staff member*

関西大学

August 2025-

- Utilize both English and Japanese to support Entrance operations.

EDUCATION

Kansai University
Osaka Japan

September 2023-September 2024

Japanese Language and Culture

Rochester Institute of Technology (RIT)
Rochester NY

Graduated May 2023

Bachelor of Science, Game Design and Development

Minor in Japanese Language

SKILLS

Programming Languages: C#, C++, JavaScript

Game Engines: Unity, Unreal 4

Design Programs: Adobe Photoshop/ Illustrator, Maya, Blender, Figma

Additional: Mobile App Development(Flutter), HTML/CSS, Interactive Narrative, Level Design, Web APIs, Version Control, Responsive Design