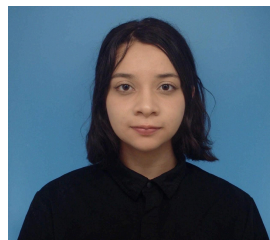


Nadya Soto

Email: nadvasst24@gmail.com

Portfolio:

<https://people.rit.edu/nks8789/project/>



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.

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