

# Manyeuris Soriano

(617) - 516 - 4920 | manyesoriano@gmail.com | Boston, MA |

## EDUCATION

**Wentworth Institute of Technology | Boston, MA |** Bachelor of Science in Computer Science

## SKILLS

**Programming Languages:** C/C++, C#, Java, Python, TypeScript, GameMaker Language (GML)

**Software:** Visual Studio Code, Unity, Eclipse, and GameMaker Studio 2

**Languages:** Native/Bilingual Proficiency in English and Spanish

## EXPERIENCE

**JumpButton Studios | Boston, MA (Remote) |** Jan. 2023 – Mar. 2024 | *Junior Software Engineer*

- Implemented and worked within data-oriented architecture
- Displayed deep understanding of 3D physics and Linear algebra
- Communicated and Organized working in Kanban Work structure

**MassDigi | Worcester, MA |** May. 2022 – Aug. 2022 | *Junior Software Engineer*

- Programmed and Designed the mobile game "[Demigod Daycare: Autobattler](#)"
- Oversaw the organization, documentation, and balancing of gameplay mechanics
- Worked within a multidisciplinary team to product a professional level application

**Wentworth Institute of Technology RAMP program | Boston, MA |** Jul. 2020 – Aug. 2021 | *Mentor/Mentee*

- Planned project timelines and provided detailed explanation
- Guided incoming freshmen in managing project time and maintaining a healthy work, play balance
- Participated in group discussions on how to improve mentoring techniques to overall make a better experience for the mentees

## PROJECTS

**Pokermom | Personal Project (Individual) |** Apr. 2023 – Jul. 2023 | Typescript

- An online card game that is played with 2-4 players
- The goal of this project what to focus on understand and implementing an authoritative server model when working on a network game

**DDsimul | Personal Project (Individual) |** May. 2023 – Jul. 2023 | C++

- Programmed a data-oriented architecture, programming an api for an Entity-Component-Systems
- Made to simulate the game from previous projects in a way that is more efficient and able to be parallelized
- This program is a tools used in balancing units within the game and to help developers see if there is an even distribution of teams that can win and lose by observing their win/lose/draw percentages

**River Clean Up | Personal Project (Group) |** Nov. 2021– Dec. 2021 | GML

- Produced in charity game jam for the [TeamSeas](#) movement to remove 30 million pounds of trash out of the ocean
- Created a tower defense game where players are tasked to place cleaning units to stop the trash from going down the river into the ocean

## ACTIVITIES

**Wentworth Game Development Club |** Oct. 2021- Present | *President*

- Hosted biweekly meetings to talk about game design and work on personal game development projects
- Fostered creativity in the game developer community at Wentworth

## REFERENCES

**Michael Berthaud |** Supervisor and Senior Engineer at Jumpbutton Studio

**Email:** Mberthaud@blurredloops.com

**Linkedin:** <https://www.linkedin.com/in/berthaudm/>