Manyeuris Soriano

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EDUCATION

Wentworth Institute of Technology | Boston, MA | Expected Graduation: Aug. 2024
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 – Apr. 2023 | *Gameplay Developer*
- Worked with and shadowed the Head of Experience at JumpButton Studios
- Programmed and participated in weekly code reviewed
- Learned about data-oriented design and the process of gameloops

MassDigi | Worcester, MA | May. 2022 – Aug. 2022 | *Gameplay Developer*
- Developed from Scratch the mobile game: [Demigod Daycare: Autobattler](#)
- Oversaw the organization, documentation, and balancing the gameplay mechanics
- Participated in weekly group code reviewed

RAMP at Wentworth Institute of Technology | Boston, MA | Jul. 2020 – Aug. 2021 | Mentor/Mentee
- 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
- Allowed my to hone my leadership skills, and understand my position when it come to working in a team

PROJECTS

AnagramGame | Personal Project (Individual) | Apr. 2023 – Present | Typescript
- A game that revolves around solving for different anagrams to help a fish get through the sewer pipes
- The goal of this project what to focus on smooth player input and implementing more game feel, while also working with a renderer directly to get a lower-level understanding of the game loop

DDsimul | Personal Project (Individual) | May. 2023 – Jul. 2023 | C++
- Implemented Data-oriented design with some aspects of Entity-Component-Systems I recreate a battle simulator for the mobile game Demigod Daycare
- The plan is for this program to aid in balancing units within the game and perceive if there is an even distribution of teams that can win and lose by observing their win/lose/draw percentages

DD-FinalDirtyBuild | Work-Related Project | Jun. 2022 - Jun. 2022 | C#, Unity
- The goal of this project was to prove the concept of Demigod Daycare, showing that this game could be fun and what we to do is possible to do within the scope
- This project showed me how to write code quickly and be able to ignore bugs when I need to in order to prove a concept.

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
- Partnered with other developers, served as lead programmer, and dedicated 10 hours a week at least to the project

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
- Opened space for communication in all aspects concerning game development between Wentworth students