Daniel Soberanis-Chacon
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ABLE TO OBTAIN CLEARANCE

EDUCATION

Computer Game Design BFA   August 2017-May 2021
George Mason University   Fairfax, Virginia
Courses Included: Online and Mobile Gaming, Intro Computer Programming, Advance Game Design Studio,
Advance Game Design Animation, Computer Game Platform Analysis, Consumer Gaming Platform Analysis Lab,
Introduction to Web Design, Serious Game Design, Applied Coding for Game Design, Writing and Editing Music/Sound
GPA: 3.72

HTML, CSS, and Javascript for Web Developers   March 2023-April 2023
John Hopkins University   Coursera

SKILLS

- Ability to design, generate, integrate and render executable programs through Unity and Unreal game engines
- Proficient ability to read, write and comprehend various coding languages, including C#, C++, Python, HTML, CSS, Java, and JavaScript
- Thorough ability in drawing, editing, designing artwork with Adobe Creative Suite, including Photoshop, Illustrator, InDesign, and Premier Pro
- Able to be flexible and organized with various coding languages using Integrated Development Environments (IDE), including Sublime and Microsoft Visual Studio
- Proficient in managing version control software, including GitHub and Sourcetree
- Basic understanding of the Software Development Life Cycle, including inception, design, implementation, and maintenance, including Trello

PROJECTS

Picturdle   January 2023
- Design the user interface (UI) and layout of the game with HTML and CSS
- Created a High-Level Game Design Document to describe all the games' features including Executive Summary, Architecture, User Experience, Assumptions and Constraints
- Conducted rigorous quality assurance (QA) by analyzing gameplay and integrating feedback from play testers to optimize game performance and elevate overall game aesthetics

Bullet/No Bullet   August 2020-December 2020
- Developed and implemented key gameplay mechanics in C#, including the autoscrolling feature and parry system, enhancing overall game functionality and user experience
- Utilized the Unity game engine to design level layouts, user interfaces (UI), and strategically position enemies for an immersive and engaging gaming experience

EXPERIENCE

Intern Game Designer   March 2022-Present
Scrypted Inc.
- Program, playtest, debug, and design games such as Picturdle, Digdodge.io, and Cliffy Time
- Gained insights into blockchain programming, including the intricacies of cryptographic hashes and data linking to establish connections with prior data sets
- Create documentation that provides in-depth descriptions of projects including features, executive summaries, and User Experience
- Present documentations to the CEO

Teacher Assistant   June 2020-April 2022
Mason Game & Technology Academy (MGTA)
- Responsible for understanding the course material for intro and advanced Python course
- Assist students with assignments including debugging, playtesting, and providing constructive feedback
- Meet up with the administrator to discuss the progress, concerns, plan for each class session
- Engaged in regular consultations with the administrator to evaluate progress, address concerns, and plan for the upcoming class sessions