

Chelsea Soto

Game Producer

(786) 361-2226 | chelsea.soto001@gmail.com

LinkedIn: www.linkedin.com/in/chelseasoto001 | Portfolio: www.chelseasoto.github.io

Skills:

Game Design: UI/UX Design, Game Mechanics

Programming: Unity C# Scripting, Unreal Blueprints

Tools: Unity, Unreal Engine 5, GitHub, GitHub Desktop

Languages: English (Native), Spanish (Bilingual Proficiency)

Interpersonal: Collaboration, Communication, Problem-Solving

Management: ClickUp, Google Sheets, Google Docs, Google Drive, Discord

Experience:

Producer, Technical Designer & Programmer

Excavator Studios | Fall 2024 - Spring 2025

- Transitioned to producer role, leading an 11-member development team and ensuring smooth collaboration across multiple disciplines (design, art, and programming).
- Managed project timelines, sprint planning, and task tracking using ClickUp and Google Drive.
- Facilitated communication between designers, artists, and programmers to streamline workflows and maintain production efficiency.
- Organized and led team meetings with the creative director, aligning the team with project goals and deadlines.
- Identified and resolved development roadblocks, providing support and guidance to team members to help meet milestones.
- Developed and implemented gamepad functionality for the user interface in Unreal Engine 5.
- Scripted and optimized gameplay features using Blueprints to improve performance and user experience.
- Collaborated with designers, artists, and programmers to integrate assets, mechanics, and systems into the game.
- Conducted playtests and iterated on feedback to refine game feel, mechanics, and balance.
- **GitHub Repository:** <https://github.com/ChelseaSoto/Revenant>
- **Website:** <https://excavatorstudios.wixsite.com/revenant>

UI Programmer & GitHub Manager

Team Cryptid Control | Spring 2024

- Designed and implemented UI screens and menus in Unity
- Managed GitHub repository; resolved merge conflicts and handled version control
- Supported smooth handoffs and coordinated submission builds
- **GitHub Repository:** <https://github.com/corysmith19x/GP3-Team-2-Repo>
- **Itch.io:** <https://corysmithereens.itch.io/cryptid-control>

Designer & Unofficial Producer

Citrusbombers | Spring 2024

- Programmed menus, buttons, transitions, and audio in Unity for Bomberman-inspired arcade game
- Introduced team to GitHub and helped integrate version control into workflow
- Took initiative in organizing task lists and deliverables—effectively acting as a producer
- **GitHub Repository:** <https://github.com/ChelseaSoto/CitrusBombers>
- **Itch.io:** <https://citrus-bombers.itch.io/citrus-pop>

Education:

Bachelor of Arts in Digital Media (Game Design Track)

University of Central Florida

Graduated: May 2025