



DANIELE SORANZIO

Game Developer

Website

danielesoranzio.dev

Born 23/11/2001, Turin

CONTACTS

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Turin, Italy

TECHNICAL SKILLS

- Game Programming
- Communication and Team work
- C# / C++
- Problem Solving

PERSONAL INTERESTS

- Video games
- Ice Hockey (18 yrs)
- Music & Chess

LANGUAGES

Italian: Native
English: Advanced

EDUCATION

Event Horizon School

Turin, 2022-2025

I completed a 3-year academic Game Programming program with top grades, gaining hands-on experience through both individual and team projects. Throughout the course, I worked extensively with C# and C++, and developed projects using industry-standard engines such as Unreal Engine and Unity. This training gave me a solid foundation in game architecture, problem-solving under deadlines, and collaborative development workflows.

Scientific High School Diploma

Turin, 2015-2020

Finished my studies getting a diploma in Turin.
With a focus on math, physics and science.

PROFESSIONAL EXPERIENCES

Warehouse Associate

2025(June-July), Amazon Logistics – Turin

Managed inbound goods in a fast-paced fulfilment centre environment.

Operated barcode scanning systems and maintained inventory accuracy.

Demonstrated reliability, punctuality and strong work ethic under heavy physical loadout.

School Work Experience Intern – Environmental Education

2019, LegaAmbiente – Turin

Participated in a city-wide park clean up and environmental awareness initiative.

School Work Experience Intern – Visitor Assistance

2018, TheNationalAutomobileMuseum – Turin

Guided museum visitors and assisted with operation of interactive exhibits.

CORE COMPETENCIES

- Team-oriented with a collaborative mindset
- Strong interpersonal & communication skills
- Self-motivated and capable of working autonomously
- Competitive discipline – 18 years of agonistic Ice hockey