



# DANIELE SORANZIO

*Game Developer*

Born 23/11/2001, Turin

## CONTACTS

Cellulare: +393898811650

Email: danielesoranzio3@gmail.com

Address: Via O.Vigliani 172 10127

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

Manged 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, Lega Ambiente – Turin

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

### School Work Experience Intern – Visitor Assistance

2018, The National Automobile Museum – 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