

PAOLA MICHELLE SORIANO

www.paolasoriano.com

EDUCATION

Carnegie Mellon University-Entertainment Technology Center (ETC), Pittsburgh, PA (2013)

- Master of Entertainment Technology

University of Western Ontario (UWO), London, Ontario (2011)

- Bachelor of Engineering Science with Distinction, Mechanical Engineering

SKILLS & EXPERTISE

3-D Modeling Design: SolidWorks, Maya, 3ds Max, MeshMixer, Autodesk 123D

Machining Skills: Injection Molding, 3D printing, Machine Shop skills, Soldering

2D Design: Adobe: Photoshop, Illustrator, Gimp

Video Processing: Adobe: Premiere Pro, After Effects

Other Engineering Tools: Matlab, PLC Ladder Logic, Advanced Excel

Language Proficiencies: English (Native) French (Proficient) Spanish (Proficient)

EMPLOYMENT

Walt Disney Imagineering, Lake Buena Vista, Florida (June 2013-Present)

Mechanical Engineer Intern, Special Effects Show Quality

- Part of a multi-disciplinary team responsible for ensuring show quality standards are defined and maintained based on original design intent of Disney attractions
- Provided technical support for digital image projection, pneumatic systems, lighting and other special effects during different stages of the project lifecycle
- Researched and implemented new technologies into various user experience applications
- Projects: Buzz Lightyear animated figure face projection re-design
Jungle Cruise Cambodian Ruins fog mock-up
Pirates of the Caribbean Hurricane Scene refurb

The Walt Disney Company Parks and Resorts, Lake Buena Vista, Florida (January-May 2013)

New Technology Analyst Intern

- Designed camera enclosures and a pneumatic system for guest media capture
- Modeled and 3D printed prototype concepts for equipment housings using the Makerbot Replicator 2
- Corrected 3D facial models generated from guest images for a projection mapped, 3D printed, merchandising application
- Created and organized department CAD documents

The Pearson Foundation, Pittsburgh, PA (Summer 2012)

Artist/Game Designer

- Part of a design team rapid prototyping educational games using standard curriculum
- Helped create game themes/concepts and interactions
- Created the 2D artwork/assets used in Game Maker Software

University of Western Ontario, London, Ontario (Summer 2011)

Research Assistant with Engineering Dean Dr. Andrew Hrymak

- Set up and commissioned a Battenfeld Micro Injection Molding Machine for microelectromechanical (MEMS) parts
- Procured all the necessary parts working alongside the machine shop, purchasing and the distributor
- Configured the control panel for correct injection use

Ontario Power Generation, Pickering, Ontario (May 2009-August 2010)

Mechanical Nuclear Plant Design Intern

- Scheduled and recorded employee work tasks
- Created technical specification documents for various plant equipment and components
- Part of an interdisciplinary team in the implementation of codes/standards for new design modifications

Cedar Fair Entertainment Company: Canada's Wonderland, Vaughan, Ontario (Summer 2008)

Rides Mechanic

- Performed daily preventative maintenance on rides
- Assisted in rebuilds and repair of rides and equipment

PROJECTS

Xenon: Semester 3 Project (ETC Silicon Valley 2012)

3D Artist/Writer

- Working as a team doing visualization of future technologies and their uses, culminating in a short film
- Led brainstorming sessions and developed a story/script based off these creative sessions
- Assisted in both live action production and 3D model production (Maya)

Anihccam: Semester 2 Project (ETC 2012)

3-D Artist/Co-Producer

- A live-action/animated short film reimagining Italian Futurism presented in the Museum of Modern Art Rovereto, Italy
- Organized the technical design pipeline for animated/live action sequences
- Designed the schematics for the dancers rigging costumes in the live action sequence

Building Virtual Worlds (ETC 2011)

3D Modeler/Producer/Game Designer

- Course based on multi-disciplinary 4-5 person teams creating virtual interactive experiences in a rapid prototyping environment
- Platform Exposure: Head Mounted Display, Kinect, Unity Mobile

Robotics and Manufacturing Automation Term project (UWO 2011)

- Designed, constructed and tested an automated facility for assembling tape dispensers
- Created Human Machine Interfaces and programmed PLCs
- Knowledge in Product Design and Development

Fourth Year Design Project: Spinal Loading Simulator (UWO 2011)

- Part of a team evaluating and refining a simulator design for laboratory investigations of spine motion

Mechatronics Design Project: Urban Search and Rescue Robot (UWO 2010)

- Developed and applied fundamental mechanical and electrical principles to design, construct, and test a lightweight, semi-autonomous robot.

HONORS

TEA Summit/Thea Awards Next Gen Scholarship Recipient (2013)

Walt Disney Imagineering's ImagiNation Design Competition Semi Finalist (2012)

University of Western Ontario National Scholar (2006-2011)

- EV Buchanan Faculty of Engineering Scholarship
- Dean's Honor List: Bachelor of Engineering Science
- City of London Queen Elizabeth II Scholarship

EXTRA CURRICULAR

- ACM SIGGRAPH member/Student Volunteer
- Avid Knitter/Crocheter
- UWO Engineering Society Rep
- WEBots: Western Engineering Robotics club
- Concrete Toboggan Team