

Career Objective

To educate and entertain with interactive technology (Unity / VR / AR). To champion best practices, coding standards, and education. Eager to relocate globally.

Summary

- 18 years experience in game development (6 years experience with Unity)
- 8 years experience in leading development teams (6 - 12 staff)
- Applies practical SDLC; Planning, implementation, testing, documentation, deployment, and maintenance
- Understands the “Big Picture”. Translates company vision to departmental goals and individual objectives
- Communicates with purpose, transparency, and compassion
- Establishes productive team workflows; Best practices, coding standards, continuous integration, peer programming, and peer code reviews
- Develops ideation programs; From paper prototyping, digital prototyping, company-wide game jams, and greenlight & funnel practices through to pre-production
- Creates and implements mentoring programs, inter-team knowledge sharing, growth & development programs, recruitment, onboarding, and retention programs

Recent Projects

2015 - Present: “Subway Surfers”, Unity Game Developer (Gameplay & tools)

- Record-breaking infinite-runner mobile game (2+ billion global downloads)
- Deployment of cross-platform mobile via Unity (C#, Unity 5.6.x, 2017.x, 2018.x)
- More info (www.SubwaySurfers.com)

2014 “Shiftlings”, Senior Programmer (Gameplay & tools)

- Hilarious 2.5D physics puzzle platformer starring alien twins attached by a cable
- Deployment (Cross-platform console via Unity 4.x) with multiplayer
- More info (www.Shiftlings.com)

2014 “Oliver And Spike: Dimension Jumpers”, Senior Programmer (Gameplay & tools)

- 3D action platformer featuring Oliver and his faithful British bull-terrier Spike
- Deployment (Cross-platform console via Unity 4.x)
- More info (www.OliverAndSpike.com)

Work Experience

2015 - Present: Unity Game Developer, SYBO Games, Copenhagen, Denmark

- Design and develop new gameplay features for Unity (C#, Unity 5.6.x, 2017.x, 2018.x)
- Refactor, optimize, and expand existing code base
- Design new systems and tools; plan, estimate, implement, and document

2014 - 2015: Senior Programmer, Rock Pocket Games, Tønsberg, Norway

- Program gameplay (AI, GUI, input, movement, physics, multiplayer)
- Develop tools and systems (world-building, level-design, localization, inventory)
- Deploy cross-platform (C# and Native C++ for PC, XBox One, PS4, Web)

2008 - 2014: Principal, Rivello Multimedia Consulting, Los Angeles, California

- Consult on software architecture, development, and game design
- Develop applications and games; Championing best practices
- Teach and speak internationally on multimedia design and development

2000 - 2008: Director, Multimedia Applications & Architecture, Neopets, Inc., Glendale, California

- Member of founding team. Grew company through its sale to MTV Networks / Viacom
- Architect advanced multimedia applications and software systems
- Direct and manages a multimedia department of 12 developers

2006 - 2008: Instructor, University of California LA Extension, Westwood, California

2007 - 2009: Instructor, University of Southern California LA, Los Angeles, California

- Create semester-length curriculum for university students (12 - 16 weeks)
- Instruct students on the foundations of interactive design and development with object-oriented programming (OOP)
- Engage with lecture-lab-discussion (LLD) approach
- Help students evaluate multimedia technologies and related career paths

Education

1995 - 1999: Pennsylvania State University, University Park, Pennsylvania. Degree: Bachelor of the Arts: Integrative Arts (New Media Studies). Specializations: Mathematics, Physics, Statistics

Spoken Languages: (Native) English, (Advanced) Portuguese, Spanish, (Intermediate) Italian, French, Danish, (Beginner) Norwegian, German

Certifications & Courses

- 2018: RYT-200 Certified Yoga Alliance Instructor (Hatha, Vinyasa, & Yin)
- 2017: Landmark Introduction Leaders Program - Course Graduate (7 mo)
- 2017: ICC Improv Comedy/Performance - Course Graduate (11 mo)
- 2017: Certified Unity Developer (Game design & game programming)
- 2011: Certified Adobe Flex Champion
- 2007: Certified Adobe Flash Developer & Certified Adobe Flash Designer

Software

Unity (Expert), Confluence, Gitlab, Jira, LucidCharts, Adobe Flash/Flex, Adobe Creative Suite

Programming Languages | Protocols

C# (Expert), HTML/CSS/JS, AS3/MXML (Expert) | XML, JSON, GIT/SVN

Community Engagement | Conference Speaking & Teaching Sessions

Official Unity Meetup Group of Copenhagen (Creator, Host), Portuguese/English Language Exchange (Creator, Host), Transform Life - Personal Coaching (Creator, Host), Contributor to Extra-Life, Games Done Quick, St. Jude Play Live, Special Effect, Game Changer | Adobe Max, FITC, FlashForward, LA Games Summit, LA Flash

Published Writings

Technical Editor of O'Reilly's "Developer's Guide to PureMVC", Author in Computer Arts Projects Magazine, Adobe EDGE Magazine, Adobe DevNet, Flash/Flex Dev Magazine

Portfolio www.SamuelAsherRivello.com

References Available upon request