

Objectives

- To educate and entertain with interactive technology (Unity / Games / VR / AR). To champion best practices, coding standards, and interpersonal education
- Seeking remote, contract opportunities. Available globally for on-site visitation

Highlights

- 21 years experience in cross-platform game dev (7 yrs Unity, 8 yrs leadership, 9 yrs remote)
- Applies practical SDLC for tools and games; plan, develop, test, document, deploy, & maintain
- Communicates with purpose, transparency, & compassion. Skilled cross-cultural collaborator
- On-boards quickly & effectively with new teams and projects. Delivers results on-time & on-budget
- Establishes productive team workflows with proven results; best practices, coding standards, continuous integration, game-jam ideation, peer programming, & peer code reviews

Recent Projects**2019–2020**

- Senior Software Developer (Remote, Contract) – [Saganworks.com](https://saganworks.com)
- A 3D spatial organization platform for your life's digital content
- Windows/macOSX

2019

- Senior Software Developer (Remote, Contract) – [Mathstronaut.com](https://mathstronaut.com)
- Change the landscape of STEM-education with mobile learning game for kids
- iOS

2015–2019

- Unity Game Developer - [SubwaySurfers.com](https://subwaysurfers.com)
- Record-breaking infinite-runner mobile game. Over 2.8 billion total downloads (2020)
- iOS/Android

2014

- Senior Programmer - [Shiftlings.com](https://shiftlings.com)
- Hilarious 2.5D physics puzzle platformer starring alien twins attached by a cable
- PS4, Steam PC, XboxOne (Multiplayer)

2014

- Senior Programmer - bit.ly/oliver_and_spike
- 3D action platformer featuring Oliver and his faithful British bull-terrier Spike
- PS4, Steam PC, XboxOne

Work Experience

2018–Present

- Unity Tools Developer & Game Developer (Remote, Contract)
- Identify workflow challenges and tooling needs, perform buy-vs-build analysis, & develop solutions
- Engage as staff augmentation. Collaborate with the client's existing staff and projects
- Lead project outsourcing. Independently drive and develop projects for the client

2017–2018

- Lead Tools Developer, SYBO Games, Copenhagen, Denmark
- Recruit, train, lead, and drive personnel development for SYBO Tools Team (5 - 7 staff)
- Optimize and deliver Tools Team code updates to multiple external game teams (60 staff)
- Design and develop new tools for artists, programmers, game designers, and level designers

2015–2017

- Unity Game Developer, SYBO Games, Copenhagen, Denmark
- Design and develop new gameplay features for Unity
- Refactor, optimize and expand existing code base
- Design new core systems and meta-systems; 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 Steam PC, XboxOne, PS4, Web)

2008–2014

- Principal, Rivello Multimedia Consulting, Los Angeles, California
- Consult on software architecture, development, and game design
- Develop apps 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
- Design and develop games, applications, and software systems
- Recruit, train, lead, and drive personnel development for Multimedia Team (12 staff)

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 software development, OOP, & design patterns
- Counsel students toward meaningful careers and relevant job opportunities

Education

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

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

Certification | Courses

- 2018: RYT-200 Certified Yoga Alliance Instructor - Hatha, Vinyasa, & Yin (4 mos)
- 2017: Landmark Introduction Leaders Program - Course Graduate (7 mos)
- 2017: ICC Improv Comedy/Performance - Course Graduate (11 mos)
- 2017: Certified Unity Developer (Game design & game programming)
- 2011: Certified Adobe Flex Champion
- 2007: Certified Adobe Flash Developer & Certified Adobe Flash Designer

Software | Programming Languages | Protocols

Unity (Expert), Google Docs, Blender, Jira, Sourcetree | C# (Expert) | Git, Json, Xml

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), Charity Contributor; Extra-Life, Games Done Quick, Special Effect, Game Changer | Adobe Max, FITC, FlashForward, LA Games Summit

Published writings | Courses

Author of “Unity Game Physics” by Packt Publishing, Technical Editor of “Developer’s Guide to PureMVC” by O’Reilly | Author in Computer Arts Projects Magazine, Adobe EDGE Magazine, Adobe DevNet, Flash/Flex Dev Magazine

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References Available upon request