

Objectives

- **To educate and entertain with interactive technology** (Unity / Games / AR / VR / Web3)
- To champion best practices, coding standards, mentorship, and interpersonal training
- Seeking remote, contract opportunities. Available globally for on-site visitation

Highlights

- Over 20 years experience in cross-platform game dev (10 years Unity, 10 years leadership, 10 years remote)
- Apply SDLC process to apps, games, and tools; plan, develop, test, document, deploy, & maintain
- Establish productive team workflows with proven results; best practices, coding standards, continuous integration, cross-cultural communication, interpersonal training, peer programming, peer code reviews, prototyping, & tooling

Recent Projects

2023 – 2024

- **2D Game Dev & Instructor** (Remote, Contract) – [Udacity.com](https://udacity.com)
- Teach Unity skills, creating career-ready professionals
- Train teams to offer ongoing education to their community

2022 – 2023

- **Game Development Mentor** (Remote, Contract) – [Mastered.com](https://mastered.com)
- Prepare students for winning professional opportunities
- Provide feedback on and collaborate to improve student portfolio

2022 – 2023

- **Web3 Game Dev & Instructor** (Remote, Contract) – [Tezos.com](https://tezos.com)
- Build educational sample projects to showcase the Tezos SDK For Unity
- Author & edit promotional videos for the Tezos YouTube channel

2021 – 2022

- **Web3 Game Dev & Instructor** (Remote, Contract) – [Moralis.io](https://moralis.io)
- Develop sample projects to demonstrate the Moralis SDK for Unity
- Create and refine teaching content for the Moralis YouTube channel

2020 – 2021

- Unity Author & Educator (Remote, Contract) – [Beamable.com](https://beamable.com)
- Designed educational program including Unity product documentation, script reference, & developer relations
- Created & published all online educational materials (docs, videos, C# code, Unity sample game projects)

2020

- Course Instructor (Remote, Contract) – [Force7Training.com](https://force7training.com)
- Taught a comprehensive 40-hour live online course on “Unity Game Development”
- Created & taught all classroom educational materials (docs, videos, C# code, Unity sample game projects)

Other Projects

2019 – 2020

- Senior Software Developer (Remote, Contract) – [Saganworks.com](https://saganworks.com)
- Developed an immersive experience to engage audiences & tell stories. Managed Game Team (3 staff)
- Shipped via Unity for MacOSX, WebGL, & Windows

2019

- Senior Software Developer (Remote, Contract) – [Mathstronaut.com](https://mathstronaut.com)
- Developed a mobile game to change the landscape of STEM education for kids
- Shipped via Unity for iOS

2019

- Unity Author & Course Instructor (Remote, Contract) – [SamuelAsherRivello.com](https://samuelasherivello.com)
- Created online video course on “Unity Game Physics” (docs, videos, C# code, Unity sample game projects)
- Created & published free and premium educational course content (Packt, O’Reilly, Udemy & more)

2015 – 2019

- Unity Game Developer – [SubwaySurfers.com](https://subwaysurfers.com)
- Developed on the record-breaking infinite-runner game. Over 3.0 billion total downloads (2022)
- Shipped via Unity for iOS & Android

2014 – 2015

- Unity Game Developer – [RockPocket.games](https://rockpocket.games)
- Developed on Shiftlings, a colorful puzzle platformer with a multiplayer twist!
- Shipped via Unity for PlayStation 4, Steam PC, Web & XboxOne

Work Experience

2018 – Present

- Game Dev & Instructor - Unity Certified (Remote, Contract) – [SamuelAsherRivello.com](https://samuelasherivello.com)
- Designed and developed Web3 Unity SDK features to enable blockchain-based game mechanics
- Created content for education and product promotions (docs, videos, C# code, Unity sample game projects)

2017 – 2018: Lead Tools Developer, SYBO Games, Copenhagen, Denmark

2015 – 2017: Unity Game Developer, SYBO Games, Copenhagen, Denmark

- Developed tools & systems (world-building, level design, localization, inventory)
- Recruited, managed, & led the personal growth program of the Tools Team (7 staff)
- Automated workflows, creating tools for artists, programmers, game designers, & level designers

2014 – 2015

- Unity Game Developer, Rock Pocket Games, Tønsberg, Norway
- Developed tools & systems (world-building, level design, localization, inventory)
- Designed and developed new gameplay mechanics for multiple game titles

2008 – 2014

- Principal, Rivello Multimedia Consulting, Los Angeles, California
- Consulted on software architecture, development, & game design
- Created & taught conference educational materials (docs, videos, C# code, Unity sample game projects)

2000 – 2008

- Director, Multimedia Applications & Architecture, Neopets, Inc., Glendale, California
- Member of founding team. Grew company through its sale to MTV Networks / Viacom
- Designed and developed games, applications, & software systems. Led Multimedia Team (12 staff)

2006 – 2008: Course Instructor, University of California LA Extension, Westwood, California

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

- Created semester-length curriculum for university students (16 weeks)
- Taught students the foundations of software development, OOP, & design patterns
- Counseled students toward meaningful careers & relevant job opportunities

Education

1995 – 1999: Pennsylvania State University, University Park, Pennsylvania, USA

- Degree: Bachelor of Arts – Integrative Arts (New Media Studies)
- Specializations: Mathematics, Physics, Statistics

Certification | Courses

- 2023: Transcendental Meditation Program, Course Graduate – TM.org
- 2022: **Web3 Training Program, Course Graduate** – Moralis Academy
- 2020: Monohull Sailing, Course Graduate – American Sailing Association 101, 103, & 104
- 2018: RYT-200 Certified Yoga Alliance Instructor – Hatha, Vinyasa, & Yin
- 2017: Landmark Introduction Leaders Program – Course Graduate
- 2017: ICC Improv Comedy/Performance – Course Graduate
- 2017: **Certified Unity Developer** (Game Design, Game Programming)
- 2011: Certified Adobe Flex Champion
- 2007: Certified Adobe Flash Developer
- 2007: Certified Adobe Flash Designer

Conference Speaking Engagements

Adobe Max, FITC, FlashForward, Los Angeles Games Summit

Community Engagements

Creator & Host: Official Unity Meetup Group of Copenhagen, Language Exchange, Transform Life - Personal Coaching | Mentor: Penn State LionLink | Charity Contributor: Game Changer, Games Done Quick, Kiva, Extra-Life, Special Effect

Publications

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

General: Software | Programming Languages | More

Blender, Camtasia, Confluence, FL Studio, Google Docs, Jira, Rider, **Unity | C#** | Git, Json, Xml

Web3: Software | Programming Languages | More

Hardhat, NextJS, Mocha, Truffle | JavaScript, **Solidity** | **EVM, Cronos, Polygon, Tezos**

Spoken Languages

Native: English, Advanced: French, Portuguese, Spanish, & Beginner: Danish, German, Italian, Norwegian, Swahili

Volunteer Experience

Language & Technology Teacher: Casa do Caminho in Rio de Janeiro, Brazil, Corporación Superarse in Medellin Colombia, Yayasan Widyaguna in Ubud, Indonesia

Portfolio	SamuelAsherRivello.com
Portfolio Teaching	SamuelAsherRivello.com/teaching-portfolio/
Portfolio Web3	SamuelAsherRivello.com/web3-portfolio/
Contact	SamuelAsherRivello.com/contact/
GitHub	GitHub.com/SamuelAsherRivello
LinkedIn	Linkedin.com/in/SamuelAsherRivello
References	Available upon request