

## Objectives

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

## Highlights

- 22 years experience in cross-platform game dev (8 years Unity, 9 years leadership, 10 years remote)
- Apply practical SDLC 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

### 2020 – 2021

- Unity Author & Educator (Remote, Contract) – [Beamable.com](https://beamable.com)
- Educational solution including Unity product documentation, script reference, & developer relations
- Online videos & training published by client

### 2020

- Course Instructor (Remote, Contract) – [Force7Training.com](https://force7training.com)
- Comprehensive 40-hour live online course of “Unity Game Development”
- Provide original sample projects, C# code, & slides

### 2019 – 2020

- Senior Software Developer (Remote, Contract) – [Saganworks.com](https://saganworks.com)
- 3D immersive experience to engage audiences & tell stories
- Unity for MacOSX, WebGL, & Windows

### 2019

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

### 2019

- Unity Author & Course Instructor (Remote, Contract) – [SamuelAsherRivello.com](https://samuelasherivello.com)
- Complete online video course of “Unity Game Physics”
- Online videos & training published by O’Reilly Publishing, Packt Publishing, & Udemy

### 2015 – 2019

- Unity Game Developer – [SubwaySurfers.com](https://subwaysurfers.com)
- Record-breaking infinite-runner game. Over 3.0 billion total downloads (2021)
- Unity for iOS & Android

## Work Experience

### 2018 – Present

- Unity Developer / Unity Instructor (Remote, Contract) – [SamuelAsherRivello.com](http://SamuelAsherRivello.com)
- Identify workflow challenges and tooling needs, perform buy-vs-build analysis, & develop solutions
- Engage as staff augmentation. Collaborate with the client's existing staff & projects
- Lead project outsourcing. Teach teams & develop projects for the client

### 2017 – 2018

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

### 2015 – 2017

- Unity Game Developer, SYBO Games, Copenhagen, Denmark
- Design & develop new gameplay features for Unity
- Refactor, optimize, & expand existing code base
- Design new core systems and meta-systems; plan, develop, test, document, deploy, & maintain

### 2014 – 2015

- Senior Programmer, Rock Pocket Games, Tønsberg, Norway
- Program gameplay (AI, GUI, input, movement, physics, multiplayer)
- Develop tools & systems (world-building, level-design, localization, inventory)
- Unity for PlayStation 4, Steam PC, Web & XboxOne

### 2008 – 2014

- Principal, Rivello Multimedia Consulting, Los Angeles, California
- Consult on software architecture, development, & game design
- Develop apps & games; Championing best practices
- Teach at public speaking events about multimedia design & 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, & software systems
- Recruit, train, lead, & drive personal growth program for 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

- Create semester-length curriculum for university students (12 - 16 weeks)
- Teach students on the foundations of software development, OOP, & design patterns
- Counsel students toward meaningful careers & 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

## Certification | Courses

- 2020: Certified Monohull Sailor – American Sailing Association (ASA) 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 & 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 in Adobe EDGE Magazine, Adobe DevNet, Computer Arts Projects Magazine, Flash/Flex Dev Magazine, Packt Publishing | Technical Editor of “Developer’s Guide to PureMVC” by O’Reilly

## Software | Programming Languages | Protocols

Blender, Camtasia, Confluence, FL Studio 20, Google Docs, Jira, Unity (Expert) | C# (Expert) | Git, Json, Xml

## Spoken Languages

(Native) English, (Advanced) French, Portuguese, Spanish, (Beginner) Danish, German, Italian, Norwegian

Portfolio            [www.SamuelAsherRivello.com](http://www.SamuelAsherRivello.com)  
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References         Available upon request