

Objectives

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

Highlights

- 23 years experience in cross-platform game dev (9 years Unity, 10 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

2021 – 2022

- **Web3** Game Developer - Unity Certified (Remote, Contract) – [Moralis.io](https://moralis.io)
- Built Unity projects to showcase the Moralis SDK
- Produced, edited, & released educational videos for the Moralis YouTube channel

2020 – 2021

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

2020

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

2019 – 2020

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

2019

- Senior Software Developer (Remote, Contract) – [Mathstronaut.com](https://mathstronaut.com)
- Developed on 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 of “Unity Game Physics”; sample projects, C# code, videos, & slides
- Created & published (O'Reilly, Udemy & more) educational materials; sample projects, C# code, videos, & slides

2015 – 2019

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

Work Experience

2018 – Present

- Unity Developer / Unity Instructor (Remote, Contract) – SamuelAsherRivello.com
- Identified workflow challenges and tooling needs, performed buy-vs-build analysis, & developed solutions
- Led project outsourcing. Taught teams & developed projects for the client

2017 – 2018

- Lead Tools Developer, SYBO Games, Copenhagen, Denmark
- Recruited, managed, & led personal growth program of Tools Team (5 - 7 staff)
- Designed and developed new tools for artists, programmers, game designers, & level designers

2015 – 2017

- Unity Game Developer, SYBO Games, Copenhagen, Denmark
- Designed & developed new gameplay features for Unity
- Created new core and meta game systems; plan, develop, test, document, deploy, & maintain

2014 – 2015

- Senior Programmer, Rock Pocket Games, Tønsberg, Norway
- Developed tools & systems (world-building, level-design, localization, inventory)
- Shipped via Unity for PlayStation 4, Steam PC, Web & XboxOne

2008 – 2014

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

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 (12 - 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

→ 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: 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 | Protocols

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

Web3 Software | Programming Languages | More

Visual Studio Code, NextJS | JavaScript, Solidity | Moralis SDK, Hardhat, Mocha Testing, EVM (Polygon, Cronos)

Spoken Languages

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

Volunteer Experience

English Teacher: Casa do Caminho in Rio de Janeiro, Brazil, Corporación Superarse in Medellin Colombia, Yayasan

Widyaguna in Ubud, Indonesia

Portfolio www.SamuelAsherRivello.com

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Network [Linkedin.com/in/samuelasherrivello](https://www.linkedin.com/in/samuelasherrivello)

References Available upon request