

Objectives

- To educate and entertain with interactive technology (Architecture, Gameplay, Prototyping, Tools)

→ To deliver value rapidly as a remote contributor (Blockchain, Bitcoin Lightning Network, Web3)

→ To champion best practices, coding standards, mentorship, and interpersonal training

Highlights

- Over 20 years experience in cross-platform game dev (10 years Unity, 10 years remote, 3 years blockchain)

→ Expert in applying the SDLC process; planning, development, testing, docs, deployment, and maintenance

→ Skilled in establishing team workflows with proven results in communication, code reviews, and training

Recent

- 2024 – Present

→ Senior Unity Developer – [ForesightSports.com](#)

→ Develop new features, systems, & tools. Mentor junior engineers

→ Ship game features for custom hardware (AI, Unity, iPad, Windows)

2022 – 2024

→ Senior Game Developer – [SamuelAsherRivello.com](#)

→ Apply practical SDLC for software development (plan, develop, test, document, deploy, maintain)

→ Ship game features for top clients (architecture, gameplay, tools, blockchain, Bitcoin lightning network, web3)

2020 – 2022

→ Senior Unity Developer – [Beamable.com](#)

→ Develop on and with the BaaS SDK for Unity (Architecture, tools, client/server APIs)

→ Create & publish all online educational materials (docs, videos, C# code, Unity sample game projects)

2019 – 2020

→ Senior Software Developer – [Saganworks.com](#)

→ Develop an immersive experience to engage audiences & tell stories. Manage the Game Team (3 staff)

→ Ship via Unity for MacOSX, WebGL, & Windows

2015 – 2019

→ Senior Game Developer – [SubwaySurfers.com](#)

→ Develop on the record-breaking infinite-runner game. Over 3.0 billion total downloads (2022)

→ Ship via Unity for iOS & Android

Contact

Portfolio	SamuelAsherRivello.com	Contact	SamuelAsherRivello.com/contact
	SamuelAsherRivello.com/unity		GitHub.com/SamuelAsherRivello
	SamuelAsherRivello.com/godot		Linkedin.com/in/SamuelAsherRivello
	SamuelAsherRivello.com/html5		
	SamuelAsherRivello.com/web3		
	SamuelAsherRivello.com/rust	References	Available upon request
	SamuelAsherRivello.com/c++		

Earlier Projects

2023 – 2024

- 2D Game Developer (Remote, Contract) – [Udacity.com](https://udacity.com)
- Create complete Unity game projects using best practices
- Train teams to offer ongoing education in their community

2022 – 2023

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

2022 – 2023

- Web3 Game Developer (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 Developer (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

- 3D Game Developer & Instructor (Remote, Contract) – [Force7Training.com](https://force7training.com)
- Teach a comprehensive 40-hour live online course on “Unity Game Development”
- Create & teach all classroom educational materials (docs, videos, C# code, Unity sample game projects)

2019

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

2018

- Game Development Area Expert (Remote, Contract) – [Udemy.com](https://udemy.com)
- Author courses including “Unity Game Physics”, “Unit Testing For Unity”, & “MVC Architecture For C#”
- Deliver docs, videos, C# code, & Unity game projects via publishers (Packt, O’Reilly, Udemy & more)

2014 – 2015

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

Earlier Positions

2014 – 2015

- Unity Game Developer, Rock Pocket Games, Tønsberg, Norway
- Develop tools & systems (World-building, level design, localization, inventory)
- Design and develop new gameplay mechanics for multiple game titles

2008 – 2014

- Principal, Rivello Multimedia Consulting, Los Angeles, California
- Consult on software architecture, development, & game design
- Create & teach 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
- Design and develop games, applications, & software systems. Lead 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 (16 weeks)
- Teach students the foundations of software development, OOP, & design patterns
- Counsel students toward meaningful careers & relevant job opportunities

Education

Pennsylvania State University, University Park, Pennsylvania, USA

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

Software Experience

Game Development: Unity • Godot • Raylib • ExcaliburJS • PixiJS • Rider • VS Code • Blender • Camtasia • Jira • Trello • Confluence • Asana • Slack • Google Docs | C# • C++ • TypeScript • HLSL • GLSL | Git • GitHub Actions • Json • Xml

Web3 Game Development: Hardhat • NextJS • Mocha • Truffle • Remix | EVM • Cronos • Polygon • Tezos • Solidity | JavaScript

Certifications | Training

- 2023: Transcendental Meditation Program, Course Graduate – TM.org
- 2022: Web3 & Blockchain 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 & Programming)

Publications & Communications

Conference Speaker: Adobe Max • FITC • FlashForward • Los Angeles Games Summit

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

Organizations: Creator: Official Unity Meetup Group of Copenhagen • Language Exchange • Transform Life Personal Coaching | Mentor: Penn State LionLink • Mastered | Charities: Game Changer • Kiva • Extra-Life • Special Effect

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

Spoken Languages: Native: (US) English • Advanced: French • Portuguese • Spanish • Beginner: Danish • German • Italian • Norwegian • Swahili

Keywords

Accounts • Ad Mediation • Agentic AI • AI-Assisted Development • AI Ethics • AI Integration • AI Research • Analytics • Anthropic Claude • API Integration • AR • **Artificial Intelligence (AI)** • Asset Management • Audio • Augmented Reality (AR) • Backend • Behavior Trees • Bitcoin Lightning Network • **Blockchain** • Bug Tracking • Champion • CI/CD Pipelines • CICD • Cloud Computing • Collaborate • Community Outreach • Content Delivery • Content Management • Context Engineering • Continuous Integration • Crash Reporting • Cursor AI • Data Analysis • Debugging • Deployment Strategies • Design Patterns • Developer Experience • DevOps • Documentation Creation • ECS/DOTS • Educational Training • Engagement • Engage Your Players • Evangelist • Feature Implementation • Feedback Collection • Framework • Function Calling • Game Architecture • Game Economy • Game Jams • **Gameplay Systems** • Godot • Google Gemini • Graphics Optimization • **Hackathons** • HTML5 • Image Manipulation • In-App Purchases • Inference Optimization • Interaction Design • Interactive Narratives • Large Language Models (LLMs) • Lead Workshops • Learning Management Systems (LMS) • Lighting Techniques • Localization Pipelines • Mentoring Teams • Microservices • Model Fine-Tuning • Monetization • Multimodal AI • Multiplayer Networking • Online Learning Platforms • OpenAI ChatGPT • Optimization • Optimization Techniques • Perplexity AI • Physics Simulation • Pipeline Automation • Player Engagement • **Player Experience** • Playtesting • Prototyping • Prototyping Frameworks • Publishing • Quality Assurance (QA) • Rendering Pipelines • Retrieval-Augmented Generation (RAG) • Scene Management • Scalable Solutions • Scripting Languages • Shader Development • Software Design • System Architecture • Teaching • **Test-Driven Development (TDD)** • Tools • UI • Unit Testing • Unit-Testing • User Experience (UX) Design • User Interface (UI) • User Research • Vector Databases • Version Control • Video • Virtual Reality (VR) • Web3