

Rinaldo Del Gallo

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Qualifications

- 6+ years of project management experience
- 3+ years of development and implementation experience
- Proficiency in Microsoft Office, Trello, GitHub, Java, C++, Unity 3D
- Proven leadership, communication, creative, and conflict resolution skills

Work Experience

Project Manager, Heatwave Studios, Tempe, AZ 1/2017 - 5/2021

- As Design PM, managed a team size of 20 to facilitate creative processes
- As Lead PM, managed a team size of 40, the largest team size in the club's history
- Shipped projects within in the 10-month timeframe

Teaching Assistant, Arizona State University & The University of Texas at Dallas 1/2019 - 5/2023

- Assisted for game design, game studies, science & technology, and media studies courses
- Created course material and gave lectures on game studies topics

Lead Project Manager, Pokémon Tectonic 2/2021 - 10/2023

- Managed a team of 20-25 volunteers to achieve monthly production goals
- Shipped the game within the scheduled 2.5 years, less half the average time of similar projects
- Maintained live service support and updates for 2 years of development and post-launch

Project Manager and League Administrator, North American Striker League 12/2022 - Present

- Organized grassroots e-Sports league and handled all forms of scheduling for players and staff
- Hired, Onboarded, and Supervised a staff size of 70 volunteers
- Organized stream production and advertisement, resulted in 100% increase in viewership
- Handled \$20,000 worth of winner payouts and rewards for volunteers

Education

The University of Texas at Dallas, Media and Technology, M.A., 3.72 GPA 8/2021 - 6/2023

Arizona State University, Philosophy, B.A. (Certificates: Computer Gaming, Symbolic Cognitive & Linguistic Systems, and Arts & Humanities in Games), 3.69 GPA 8/2017 - 5/2021

Projects

- **Color Phase**, Puzzle Platformer release on Steam
- **Project Aegis**, On-Rails Space Shooter, released on itch.io
- **Chromaslice**, Couch Multiplayer Party, released on itch.io
- **Pokémon Tectonic**, Open-Source Pokémon Mod, released on Relic Castle
- More information at 3rickbat.github.io