

Rinaldo Del Gallo

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Skills

- Java, C++, HTLM, CSS
- Unity 3D
- Game Maker Studio 2
- Twine
- GitHub
- Trello
- Microsoft Office/Google Drive

Experience

Project Manager Heatwave Studios, AZ **2017-2021**

- As Design PM, managed a team size of 20
- As Lead PM, managed a team size of 40, the largest team size in the club's history
- During my time as Lead PM, the project was shipped on schedule

Teaching Assistant Arizona State University & University of Texas at Dallas **2019-2023**

- Graded and held tutoring sessions 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 **2021-Present**

- Managed a team of 15-20 members
- Shipped the game within the scheduled 2.5 years
- Maintaining post-launch support and content

League Administrator North American Striker League **2022-Present**

- Organized an e-Sports league and handled all forms of scheduling
- Hired and managed a staff size of 20
- Became the go-to organization for organizing and managing one-time events and tournaments
- Officially sponsored Odyssey Interactive

Projects

More info on my website at [\[insert portfolio here\]](#)

Project Aegis

On-Rails Space Shooter

Pokémon Tectonic

Open-Source Pokémon Mod

Color Phase

Puzzle-Platformer

Chromaslice

Couch Multiplayer Party Game

Education

Media and Technology, M.A. University of Texas at Dallas

Philosophy, B.A. (Certificates: Computer Gaming, Symbolic Cognitive & Linguistic Systems, and Arts & Humanities in Games) Arizona State University