

KEVIN RIVERA

Game Developer

About me


As an avid and meticulous Video Game Engineer, I possess a well-rounded skill set in game design, programming, and testing. I am constantly seeking new knowledge, and have an innate talent for self-learning, driven by a deep-seated love for creating immersive and captivating gaming adventures. I am excited to bring my technical expertise and creative vision to the ever-evolving realm of game development.

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AREAS OF EXPERTISE

- Unity 3D
- C#
- .NET
- Agile methodology, Jira and Git
- OOP and design patterns
- Game Design
- Gamification


PORTFOLIO

 www.kevinriverah.dev


Other Skills

- Advanced English
- Advanced Office Suite
- Ability to make decisions and solve problems
- Sound Design
- Audio Editing

Contact Details

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► WORK EXPERIENCE

1 Simple Game

Jan 2023 - Oct 2023

Sound Designer

Gained hands-on experience in sound design and production, as well as an understanding of the collaborative process involved in game development.

Amber Studio

Jul 2021 - Feb 2022

QA Junior Tester

Identify and report a significant number of bugs, as well as create and organize key test cases that improved the overall quality of games I worked on

Customer Service

2016 - 2021

Customer Service Representative

Ensure customer satisfaction and deliver efficient and timely service. Developed strong bilingual communication skills.

► EDUCATION

UDG

Sep 2019 - Aug 2023

Video Games Engineering

My coursework included a variety of projects, which received positive feedback from my professors

CETI

Sep 2012 - Jun 2015

Technical on Electronics and Communication

Gained a strong foundation in math and physics. Although I did not complete the program, my time there sparked my interest in coding and helped me to develop a love for programming.