

Kevin Rivera

Software Engineer

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Summary

Avid and meticulous Software Developer with a degree in Engineering and Video Games, I possess a comprehensive skill set in software design, programming, and testing. Continuously seeking new knowledge, I have an innate talent for self-learning, driven by a passion for creating innovative and captivating software solutions. Excited to bring my technical expertise and creative vision to the dynamic field of software development.

Professional Experience

Project Manager

Compadres Geimes | Oct 2023 - Present

- Co-founder of an independent video game studio, leading a multidisciplinary team of 9 members, composed of artists, designers and programmers.
- Responsible for the planning, execution and delivery of projects, using agile methodologies such as Scrum. Effective coordination between the art, programming and design departments to ensure compliance with deadlines and objectives.
- Currently supervising the development of a project yet to be announced, focused on the creation of a stealth game for PC with a cartoon aesthetic. Management of resources and budget to optimize production without compromising quality.

Sound Designer

1 Simple Game | Jan 2023 - Oct 2023

- Designed and implemented sound effects for various game environments and scenarios.
- Collaborated with the game development team to ensure cohesive audio-visual experiences.
- Assisted in the audio testing and debugging process to improve sound quality.

QA Tester

Amber Studio | Jul 2021 - Feb 2022

- Performed rigorous testing on pre-release versions of video games to identify and report bugs and issues.
- Developed and executed comprehensive test plans and test cases based on game design documentation.
- Collaborated closely with developers and designers to ensure the quality and functionality of game features.
- Documented and tracked defects using bug tracking software, ensuring accurate and detailed reporting.
- Contributed to improving overall game quality by providing valuable feedback and suggestions during development phases.

Customer Service Representative

Beliveo | Jan 2020 - Jul 2021

- Utilized strong problem-solving skills to resolve customer issues effectively and efficiently.
- Communicated technical information clearly to customers, assisting with troubleshooting and problem resolution.
- Ensured high customer satisfaction through empathetic and attentive service.
- Adapted quickly to new software tools and systems, achieving proficiency in customer service platforms.
- Collaborated with cross-functional teams to implement process improvements, enhancing service delivery.

Education

Bachelor of Science in Game development

Universidad de Guadalajara | Graduated Dec 2023

Relevant coursework: Project Management, Game Design, Programming, 3D Modeling and Animation, Game Testing and Quality Assurance.

Skills

Unity

C#

DotNet

Java

HTML/CSS

Agile Methodologies

Version Control (Git)

Debugging

Unit Testing

Database SQL, MySQL

Soft Skills

Problem-Solving

Communication

Adaptability

Time Management

Critical Thinking