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Joseph Cruz Rico

SKILLS

Technically minded, well-rounded game designer, 3D artist, and programmer. Capable of taking charge on multiple tasks concurrently, across a variety of disciplines to help the team where it's needed the most.

EXPERIENCE

Reworld Inc, Bellevue WA — *Associate Technical Designer*

October 2021 – PRESENT

- Wrote detailed design documents outlining game systems specifications.
- Developed tools for artists using various scripting languages that streamlined the art production pipeline, saving countless hours of work.
- Applied knowledge of Reworld's game engine and worked as the liaison between art, design, and engineering to ensure that solutions were feasible on all fronts.
- Drafted and submitted extensive feature requests that would later be realized as invaluable engine improvements.
- Oversaw production and ingestion of art assets and ensured consistent style between artists.

Reworld Inc, Remote — *UX, UI, and Environment Designer*

August 2020 – October 2021

- Researched and implemented best design practices to create seamless user interfaces.
- Scripted various core game systems using Lua.
- Designed game environments and props around core gameplay, with the player's immersion at the forefront.
- Designed games while focusing on aspects that contributed to player retention and replay value.
- Ran scrum meetings, presented deliverables, and provided peer feedback that ensured the project's overall success.

EDUCATION

University of California, San Diego — *B.S. Cognitive Science, with Specialization in Human Computer Interaction*

August 2016 – June 2019, San Diego