DR

David George Rizko

Mission Statement

Detail-oriented and ambitious team player with strong communication skills. Organized and dependable candidate successful at managing multiple priorities with a positive attitude. Willingness to take on added responsibilities to meet team goals.

Work History

Code Ninjas - STEM and Game Development Instructor
Costa Mesa, CA
08/2023 - Current

- Provided knowledge and instruction on a diverse set of game development platforms and engines for children ages seven through fifteen.
- Refined the Unity level curriculum for higher level students in an effort to teach better industry standards, familiarity with engine modules and assets.

Imbed LLC. - Embedded Software Engineer
Burbank, CA
05/2021 - 09/2021

- Designed embedded software and interfaces used in Digital Cinema industry.
- Implemented parsers compliant with the SMPTE digital cinema standard for special XML and MXF data files to package information during digital cinema playback in compliance with Objected-Oriented standards.
- Leveraged team collaboration to streamline the components of the playback engine, resulting in a product capable of delivering performance at resolutions surpassing those of conventional digital theaters.

Extracurricular

Metroid Project: 06/23 to Present
Designed and crafted a 2D Metroid-inspired game prototype using Unity, collaborating seamlessly with a dynamic team of software engineers. The prototype showcased adept utilization of virtual camera systems, fundamental AI scripting, and intuitive combat and movement input mapping, offering a tangible demonstration of my game development skills and teamwork.

HackUCI 2023: 02/03/23 to 02/06/23
Participated in a 36 hour Hackathon hosted by the Computer Science Department. Designed a web application that recommends a song from Spotify using an image of the user. Project used Google Vision AI in conjunction with Spotify API.
https://github.com/pauln2k/Vibr

✉ david@rizkocircle.com

📞 (818) 858-2725

📍 Newport Beach, CA 92663

Education

Expected in 05/2024
University of California Irvine
Irvine, CA
Bachelor of Science: Computer Game Science

- Relevant Coursework: Data Structures Analysis and Implementation, Principles of Operating Systems, Project in Operating Systems, Project in Artificial Intelligence, Computer Networks, Game Engine Lab, Multiplayer Game Design

2019
Lycee International School of Los Angeles
Burbank, CA
Bilingual International Baccalaureate Diploma: Mathematics and Sciences

International Baccalaureate Bilingual Diploma: Dual Language Proficiency

Skills

- Fluent Languages: English, French, Arabic
- Data Analysis, Interface Design and Implementation, Engineering Standards

Links

- LinkedIn: linkedin.com/in/david-rizko
- Github: github.com/DavidRizko

Software Expertise

Game Engines: Unreal Engine 5, Unity
Programming Languages: C++, C#, Python, Java, RISC Assembly