GIANNI RIVERO
SENIOR UNITY DEVELOPER

Portfolio: www.geogianni.com

CONTACT

English & Spanish
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Phone: (786)-720-9767
Based in: Boulder County, Colorado

SKILLS

C#, Java, C++, JavaScript, HTML, CSS, HLSL

Unity3D, Multiplayer, Game AI, Game Systems

Game Tools & Utilities, JSON & SQL Databases, Notion

Level Design, UI/UX, 3D Modeling, Git

Summary

A Senior Game Developer specializing in Unity with expertise in multiplayer systems, tools engineering, and content pipelines. who has led cross-disciplinary teams, delivered large-scale player-facing features from quests and NPC systems to level design workflows, and whose work has supported successful partnerships and helped secure multi-million dollar investment.

EXPERIENCE

Senior Unity Developer | 2023-2025
Beratone @ Beratone Technologies

- Produced and co-directed a game trailer that helped secure $2M in seed investment.
- Built core multiplayer infrastructure using Photon's Quantum 3 deterministic engine (ECS architecture).
- Designed and implemented player-facing systems including 70+ quests, crafting/recipes, reputation & dialogue for 50+ NPCs, cosmetics, housing & decoration, and one-time drops.
- Guided level designers through concept, gameplay, and content passes for multiple environments across 6 levels.
- Authored and maintained in-house notion, GDDs, TDDs, and feature specifications.
- Scoped and delivered multiple partner/corporate collaborations, including Web3 integrations.

Senior Unity Developer | 2021-2023
Fire & Manuever @ Armchair Historian Interactive

- Designed turn-based multiplayer gameplay systems including AI battle mechanics, victory conditions, and perk system.
- Lead concept and development for the Cover and Destructible Building System and Environmental Tiles and Effects.
- Implemented Game Art in the form of levels, water, season, and dynamic time shaders and other Effects.
- Wrote and Implemented extensive Tutorials, History based Scenarios & an in-mission Task System.
- Created and maintained a game level and logic creator that created all 25+ maps and 10+ scenarios.

Solo Developer | 2022-2023
The Final Bastion @ GeoGianni Games

- Created and balanced a roster of 25+ towers & 50+ minions across PvP and PvE gamemodes.
- Handled player progression and in-game currency through real-time database using Firebase for Unity3D.
- Used A* to create real-time Tower Defense Pathfinding for enemies.
- Managed a small game project on a minimal budget, taking it from beta to early access release.

VFX Artist / Unity Developer | April 2022
Saturday Night Live @ NBCUniversal

- Worked with leadership to independently bring a scene from concept to final render.
- Advised management on improved revision work flow for greater vision accuracy.
- Created multiple 11th hour assets, including modeling, texturing, and finalizing to render.

Lead Backend Engineer | 2019 - 2020
Platechasr

- Developed and Operated an application backend software and database using JAVA, JSON and Firebase.
- Launched and Maintained Apple IOS release & Oversaw application crowd testing.
- Aligned Administrative & Corporate decisions with technical needs through direct communication.