Gabriel Rivera

Game Designer/ Systems and Character Design

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EXPERIENCE

In the Groove Studios—Management of Clerical Duties

Sep 2017- August 2019

EDUCATION

University of California, Santa Cruz — *Art & Design: Games & Playable Media B.A.*

September 2019 - Present

Envision Academy Arts of Arts & Technology, Oakland CA— *High School*

September 2014 - June 2019

PROJECTS

Escape the Lab — Sci-Fi *Interactive Story*

Story Design, Character Design

Haunted Hotel Mystery Campaign

Encounter Design, Story Design, Character Design

Are you Alone?— *Horror based Interactive Story*

Program Designer, Story Design

Cat Card Game

Systems Design, Balance

Finalize Me: Queer Stories — Character Design Exercise

Systems Design, Character Design, Story Design

SKILLS

Game Development: System, Story, and Character Design

Programming: Intermediate JavaScript, Python

Achievements

Selected for Scholar Projects Program

Dean's Honor at University of California, Santa Cruz

Highest honor at Envision Academy, an international panel presenter