

Gabriel Rivera

Game & Narrative Designer, Writer

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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 -June 2023

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

September 2014 - June 2019

PROJECTS

Ensol — Solarpunk RPG, published on Steam

Narrative Designer, Writer

Cyber Jump — 2D and 3D Shooter

Lead Narrative Designer, System Dialogue Programmer, VFX Designer

Casa Del Rey — Campaign module & Interactive Story

Lead Story Designer, Lead Writer, Scenario Writer, Lead System Designer

Memories: Back Home— 3d *Environmental Storytelling Game*

Narrative Designer, Writer

Escape the Lab — Sci-Fi Text-based *Interactive Story*

Writer, Programmer

SKILLS

Game Design Skills: System, Story, Character Design, Interactive Design, Level Design, Encounter Design

Programming Skills: Intermediate JavaScript, Python, C#, Unity, Ink, Construct, Twine

Writing Skills: Dialogue Writer, Lead Writer, Scene Writer, environmental storytelling, Interactive Writer

Communication Skills: Public Speaking, Design and Writing Collaborator, Work Management

Achievements

Selected for Scholar Projects Program

Dean's Honor at the University of California, Santa Cruz

Highest honor at Envision Academy, International Panel Presenter