FÉLIX RIVERA

EXPERIENCES

INTERN AND COMUNITY SERVICE FOR "8 BIT BOSSES"studio

GAMEPLAY ENGINEER/LEAD PROGRAMMER | 2020-2021

- Formed part of a small team in 2 projects to develop a community impact project to teach grade and middle schoolers about the immune system and COVID-19 & accounting through Video Games.
- Creation and implementation of game mechanics
- oversee the testing phase of the project.

Game Development Professor | 2021-2022

Teach the following subjects:

- Game Design
- Unity engine programming with c#
- Graphics for video games
- Video game narrative
- Publishing/marketing
- Ai for video games

High school STEM Teacher | 2022-2023

- teach subjects with in the STEM fields to high school students

EDUCATION

- **BACHELORS DEGREE**
UNIVERSIDAD INTERAMERICANA- BAYAMÓN CAMPUS
VIDEO GAME DEVELOPMENT/ minor on computer science | 2015 – 2021

- **MASTERS DEGREE**
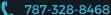**CENTRO EUROPEO DE POSTGRADO**
Cybersecurity | 2021 – 2022

- **MASTERS DEGREE**
TECH PR
Animation and VR | 2023 – ongoing

CONTACT

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PROFILE

I'm a Passionate Developer with a keen interest in emerging technologies in the industry. I love to put myself to the test by trying my hands-on new experiences.

My personal philosophy is:
"If I know how to do something, then I can do it. And if I don't know how; I will find out how."

EXPERT SKILLS

Unity Game engine
C#, C++ programming
Blender 3D modeling
Game Design
Web Design (HTML & CSS)
Team Work
Teaching
Microsoft Office
Bilingual (Spanish/English)