



EXPERIENCES

INTERN FOR "8 BIT BOSSES"

GAMEPLAY ENGINEER | 2020-2021

- Formed part of a small team to develop a community impact project to teach grade and middle schoolers about the immune system and COVID-19.
- Creation and implementation of game mechanics
- oversee the testing phase of the project.

College Professor

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

EDUCATION

• BACHELORS DEGREE UNIVERSIDAD INTERAMERICANA- BAYAMÓN CAMPUS

VIDEO GAME DEVELOPMENT | 2015 - 2021

• MASTERS DEGREE CENTRO EUROPEO DE POSTGRADO

Cybersecurity | 2021 - 2022

CONTACT

✉ friveragd@gmail.com

💻 https://pandaner98.github.io/Felix_Rivera_Portfolio.github.io/

FÉLIX RIVERA

UNITY ENGINE ENGINEER

PROFILE

I'm a Passionate Game 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. Furthermore, I tend to keep an open mind and a very objective way of thinking when working with projects and teams.

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

Blender 3D modeling

Game Design

Team Work