RICARDO VALDES

GAME DEVELOPER | RICARDOVALDESTORRES@GMAIL.COM |
WWW.PORTFOLIO-RICARDO-VALDES.COM

SKILLS

Software: Maya, PS, PR, Visual Studio, GitHub, Unity, Excel, Word, Substance.
Languages: C#, C++, WFPS, HTML, CSS, JS, Python.
Expertise: Game Design, Creative Direction, Game Programming, Production.

KEYSTONE SUMMARY

As CEO of Everfall Games Inc. I needed to gain a variety of different skills ranging from development to business administration.

My communication skills, ability to learn quickly and drive to progress are what help me most in overcoming challenges.

EDUCATION

**GAME DESIGN GRADUATE
ST. LAWRENCE COLLEGE
09/2019 -04/2021**

RELEVANT EXPERIENCE

CEO • EVERFALL GAMES INC. • MAY 2021 – PRESENT
Led teams composed of industry veterans and juniors ranging from developers, artists, composers, and designers to create LB-2™. Wrote extensive documentation on the design patterns, code structure and business model. everfall-games.com

PROJECT • LB-2™ • MAY 2021 – PRESENT
Designed dynamically lit environment, improved existing HDRP materials & created custom ones. Led an animation & technical team to produce a cinematic. Developed and prototyped various systems including a math based real time audio forensics tool. Optimized the project using tools like MCS2 and Unity's profiler.

PROJECT • D4RK • JANUARY 2022 – PRESENT
An early-stage horror FPS project. Worked on designing a full level including flow charts & scripted events, coded a weapon handler, weapon recoil from scratch and implemented destruction physics. Also created, rendered and lit the environment.

PROJECT • NFT HOMES • JANUARY 2022 – PRESENT
Working on minting NFT "house keys" that give access to digital homes where the player can interact with lights, showers, books, etc. My goal is to achieve a better understanding of modern JS, HTTPS and trending technologies.

INDIVIDUAL PROJECTS • JUNE 2019 – MAY 2021
Have released 3 smaller games on Itch.io with a total of 423 views and 230 downloads. 2 of which were 3D top-down narrative games, and the last an FPS physics game.

VOLUNTEER EXPERIENCE

Machine Mavericks – Machine Learning & Robotics
In my senior year of Highschool I joined my city's local F.I.R.S.T team and contributed by implementing an OpenCV & TensorFlow solution that allowed our team's robot to recognize yellow and red balls and proceed to collect and store them as part of the competition.