

SOFIA RIVAS

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SKILLS

- Coding Languages:
 - C#, C++, HTML, CSS, Python
 - Engines & Frameworks:
 - XNA / MonoGame, Unity, Ren'Py
 - Software Tools:
 - Git, Visual Studio, VS Code, Maya, Clip Studio Paint
 - Language:
 - English (native proficiency), Spanish (native proficiency), French (elementary proficiency)
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EDUCATION

Rochester Institute of Technology
Rochester, NY
Bachelor of Science, Game Design and Development
Minor, 2D Studio Arts
Expected graduation: 2023
GPA: 3.2

WORK EXPERIENCE

Level Designer & Lead Artist

RIT - School of Interactive Games and Media |
Aug 2021 - Dec 2021

- Redesigned the hub-level of the game.
- Assisted on properly implementing assets by closely collaborating with the development team.

Teacher Assistant

RIT - Golisano College of Computing and Information Sciences

- Assisted students to learn principles of animation and its use in game design.
- Guided students to create animations and implement them into Unity.

PROJECTS

Changeling VR - Main Hub Redesign

Level Design, Lead Artist | Produced for RIT School of Interactive Games and Media *Aug 2021 - Sept 2021*

Changeling is a narrative mystery virtual reality experience.

- Developed new design for the level that allowed for more intuitive exploration and was thematically fitting with the main character.
- Integrated pre-existing game mechanics into the new level to create an engaging experience with limited development time.
- Accelerated development process by assisting 3D team by creating models and texturing their work.
- Collaborated with development team to ensure assets were implemented properly and the design was properly translated into the product.
- Produced a playable level within the time constraint of one month.

<https://www.changelingvr.com/>

10 Weeks (Demo)

Programmer & Artist | Personal Project

Feb 2021 - Mar 2021

10 Weeks is a comedic visual novel created in RenPy.

The game was a week and a half personal project, created with the intention to experience one-person game development and learn a new coding language.

- Created story line and designed game mechanics.
- Produced concepts and illustrated them into sprites for the game.
- Designed UI that fit the aesthetic and was fully functional.
- Self-taught Python and programmed a demo.

<https://github.com/sofir21/10Weeks>

Slime

Programmer | Project for GDAPS-106

Jan 2021 - May 2021

SLIME is a 2D platformer created in MonoGame by a four-person team called 1HP Slimes.

- Coordinated work times for the team and delegated work to every member to streamline the process of development.
- Conceptualized concept and mechanics of the game to make it fit the theme we established.
- Implemented enemy movement, player movement, and collisions.
- Assisted team members who felt overwhelmed by their workload or were unable to complete their tasks.

<https://github.com/sofir21/SLIME>