| SAMUEL ASHER RIVELLO | **Senior Game Developer - Unity Certified** |

Objectives

- ⇥ To educate and entertain with interactive technology (architecture, gameplay, prototyping, tools)
- ⇥ To champion best practices, coding standards, mentorship, and interpersonal training
- ⇥ To deliver value rapidly as a remote contributor

Highlights

- ⇥ Over 20 years experience in cross-platform game dev (10 years Unity, 10 years leadership, 10 years remote)
- ⇥ Expert in applying the SDLC process; planning, development, testing, docs, deployment, and maintenance
- ⇥ Skilled in establishing team workflows with proven results in communication, code reviews, and training

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Recent

2022 – Present
- ⇥ Senior Game Developer – SamuelAsherRivello.com
- ⇥ Apply practical SDLC for software development (plan, develop, test, document, deploy, maintain)
- ⇥ Ship game features for top clients (architecture, gameplay, input, tools, client/server APIs, web3)

2020 – 2022
- ⇥ Senior Game Developer – Beamable.com
- ⇥ Develop on and with the BaaS SDK for Unity (Architecture, tools, client/server APIs)
- ⇥ Create & publish all online educational materials (docs, videos, C# code, Unity sample game projects)

2019 – 2020
- ⇥ Senior Software Developer – Saganworks.com
- ⇥ Develop an immersive experience to engage audiences & tell stories. Manage the Game Team (3 staff)
- ⇥ Ship via Unity for MacOSX, WebGL, & Windows

2015 – 2019
- ⇥ Senior Game Developer – SubwaySurfers.com
- ⇥ Develop on the record-breaking infinite-runner game. Over 3.0 billion total downloads (2022)
- ⇥ Ship via Unity for iOS & Android

Contact

Portfolio	SamuelAsherRivello.com	Contact	SamuelAsherRivello.com/contact
	SamuelAsherRivello.com/unity		GitHub.com/SamuelAsherRivello
	SamuelAsherRivello.com/godot		Linkedin.com/in/SamuelAsherRivello
	SamuelAsherRivello.com/html5		
	SamuelAsherRivello.com/c++	References	Available upon request

Earlier Projects

2023 – 2024
- 2D Game Developer (Remote, Contract) – Udacity.com
- Create complete Unity game projects using best practices
- Train teams to offer ongoing education in their community

2022 – 2023
- Game Development Mentor (Remote, Contract) – Mastered.com
- Prepare students for winning professional opportunities with Unity / Unreal
- Provide feedback on and collaborate to improve students portfolios

2022 – 2023
- Web3 Game Developer (Remote, Contract) – Tezos.com
- Build educational sample projects to showcase the Tezos SDK For Unity
- Author & edit promotional videos for the Tezos YouTube channel

2021 – 2022
- Web3 Game Developer (Remote, Contract) – Moralis.io
- Develop sample projects to demonstrate the Moralis SDK for Unity
- Create and refine teaching content for the Moralis YouTube channel

2020
- 3D Game Developer & Instructor (Remote, Contract) – Force7Training.com
- Teach a comprehensive 40-hour live online course on "Unity Game Development"
- Create & teach all classroom educational materials (docs, videos, C# code, Unity sample game projects)

2019
- Senior Software Developer (Remote, Contract) – Mathstronaut.com
- Develop a mobile game to change the landscape of STEM education for kids
- Ship via Unity for iOS

2018
- Game Development Area Expert (Remote, Contract) – Udemy.com
- Author courses including "Unity Game Physics", "Unit Testing For Unity", & "MVC Architecture For C#"
- Deliver docs, videos, C# code, & Unity game projects via publishers (Packt, O'Reilly, Udemy & more)

2014 – 2015
- Unity Game Developer – RockPocket.games
- Develop on Shiftlings, a colorful puzzle platformer with a multiplayer twist!
- Ship via Unity for PlayStation 4, Steam PC, Web & XboxOne

Earlier Positions

2014 – 2015
⇢ Unity Game Developer, Rock Pocket Games, Tønsberg, Norway
⇢ Develop tools & systems (World-building, level design, localization, inventory)
⇢ Design and develop new gameplay mechanics for multiple game titles

2008 – 2014
⇢ Principal, Rivello Multimedia Consulting, Los Angeles, California
⇢ Consult on software architecture, development, & game design
⇢ Create & teach conference educational materials (docs, videos, C# code, Unity sample game projects)

2000 – 2008
⇢ Director, Multimedia Applications & Architecture, Neopets, Inc., Glendale, California
⇢ Member of founding team. Grew company through its sale to MTV Networks / Viacom
⇢ Design and develop games, applications, & software systems. Lead Multimedia Team (12 staff)

2006 – 2008: Course Instructor, University of California LA Extension, Westwood, California
2007 – 2009: Course Instructor, University of Southern California LA, Los Angeles, California
⇢ Create semester-length curriculum for university students (16 weeks)
⇢ Teach students the foundations of software development, OOP, & design patterns
⇢ Counsel students toward meaningful careers & relevant job opportunities

Education

Pennsylvania State University, University Park, Pennsylvania, USA
⇢ Degree: Bachelor of Arts – Integrative Arts (New Media Studies)
⇢ Specializations: Mathematics, Physics, Statistics

Software Experience

Game Development: Unity • Godot • Raylib • ExcaliburJS • PixiJS • Rider • VS Code • Blender • Camtasia • Jira • Trello • Confluence • Asana • Slack • Google Docs | C# • C++ • TypeScript • HLSL • GLSL | Git • GitHub Actions • Json • Xml

Web3 Game Development: Hardhat • NextJS • Mocha • Truffle • Remix | EVM • Cronos • Polygon • Tezos • Solidity | JavaScript

Certifications | Training

- 2023: Transcendental Meditation Program, Course Graduate – TM.org
- 2022: Web3 & Blockchain Program, Course Graduate – Moralis Academy
- 2020: Monohull Sailing, Course Graduate – American Sailing Association 101, 103, & 104
- 2018: RYT-200 Certified Yoga Alliance Instructor – Hatha, Vinyasa, & Yin
- 2017: Landmark Introduction Leaders Program – Course Graduate
- 2017: ICC Improv Comedy/Performance – Course Graduate
- 2017: Certified Unity Developer (Game Design & Programming)

Publications & Communications

Conference Speaker: Adobe Max • FITC • FlashForward • Los Angeles Games Summit

Publication Author: Adobe EDGE Magazine • Adobe DevNet • Computer Arts Projects Magazine • Flash Dev Magazine • Packt Publishing | Technical Editor: "Developer's Guide to PureMVC" by O'Reilly

Organizations: Creator: Official Unity Meetup Group of Copenhagen • Language Exchange • Transform Life Personal Coaching | Mentor: Penn State LionLink • Mastered | Charities: Game Changer • Kiva • Extra-Life • Special Effect

Volunteering: Language & Technology Teacher: Casa do Caminho in Rio de Janeiro, Brazil • Corporación Superarse in Medellin, Colombia • Yayasan Widyaguna in Ubud, Indonesia

Spoken Languages: Native: (US) English • Advanced: French • Portuguese • Spanish • Beginner: Danish • German • Italian • Norwegian • Swahili

Keywords

Accounts • Ad Mediation • AI Ethics • AI Integration • AI Research • Analytics • API Integration • AR • Artificial Intelligence (AI) • Asset Management • Audio • Augmented Reality (AR) • Audio • Backend • Behavior Trees • Bug Tracking • Champion • CI/CD Pipelines • CICD • Cloud Computing • Collaborate • Community Outreach • Content Delivery • Content Management • Continuous Integration • Crash Reporting • Data Analysis • Debugging • Deployment Strategies • Design Patterns • Developer Experience • DevOps • Documentation Creation • ECS/DOTS • Framework • Educational Training • Engage Your Players • Engagement • Evangelist • Feature Implementation • Feedback Collection • Game Architecture • Game Economy • Game Jams • Gameplay Systems • Godot Graphics Optimization • Hackathons • HTML5 • Image Manipulation • In-App Purchases • Interaction Design • Interactive Narratives • Lead Workshops • Learning Management Systems (LMS) • Lighting Techniques • Localization Pipelines • Mentoring Teams • Microservices • Monetization • Multiplayer Networking • Online Learning Platforms • Optimization • Optimization Techniques • Physics Simulation • Pipeline Automation • Player Engagement • Player Experience • Playtesting • Prototyping • Prototyping Frameworks • Publishing • Quality Assurance (QA) • Rendering • Pipelines • Scene Management • Scripting Languages • Scalable Solutions • Shader Development • Software Design System Architecture • Teaching • Test-Driven Development (TDD) • Tools • UI • Unit Testing • Unit-Testing • User Experience (UX) Design • User Interface (UI) • User Research • Version Control • Video • Virtual Reality (VR)