



ABOUT ME

Proficient in a wide variety of game development skill sets including asset development, programming, and quality assurance.

3+ years programming experience

3+ years QA experience

Shipped Products:

TrialBoom (Windows, Mac)

What Comez Next (Android)

Kizzang (PC, Android, iOS)

SKILLS

Soft Skills

Leadership, Communication,
Teamwork, Adaptability,
Conflict Resolution.

Programming Languages

C#, Actionscript, JavaScript

Game Engines

Unity, Unreal

3D Software

Autodesk Maya, Blender,
3DS Max, ZBrush, Meshmixer

Adobe Products

Photoshop, Animate (Flash),
After Effects, Scout

Database Software

GIT and Perforce (P4)

Task Tracking Systems

JIRA and Kanban

Quality Assurance (QA)

Regression Testing, Bug
Reporting, Test Planning

Salvador Rivera

game_developer

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WORK EXPERIENCE

CAD Scanner, Henry Schein (Aug. 2018-Present)

Responsible for incoming Quality Control, scanning cases with 3Shape software, designing temp implants

3D Artist / Programmer / QA, Evolver Studios (Jan. 2017-Present)

Created animations and character designs for various clients. Programmed UI, and wrote tools for content integration via Unity, Created test cases, wrote bug reports, and released to various platforms (Android, Windows, MacOS)

Technical Artist / Programmer Kizzang, LLC. (Nov. 2015 - Jan. 2017)

Optimized art assets and integrated into game engine, developed infrastructure for file organization, setup UI and provided QA support, using JIRA to track issues.

Intern, TransMagic Inc. (April - June 2015)

Worked with a team to generate an episodic series of advertisements using Maya and Photoshop.

EDUCATION

The Art Institute of Colorado (2015) Bachelor of Arts in Game Art & Design

WarrenTech (2012) Game Development Program Certificate

AWARDS

Spectrum Awards Winner (Spring 2015) Best Game Design, Psychosis

Honor Roll at The Art Institute (2015)

PRIDE Award (2011) Professionalism award