



# SALVADOR RIVERA

## Game Developer



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## ABOUT ME

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

7+ years programming experience

5+ years QA experience

3+ years project management exp.

Shipped Products:

**Trial Pro: Quickdraw Cards** (Web)

**Trial Pro: Essentials** (Web,)

**Trial Pro: CivMod** (Web)

**Trial Pro:** (Web)

**TrialBoom** (Windows, Mac)

**What Comez Next** (Android)

**Kizzang** (PC Android, iOS)

## SKILLS

Soft Skills:

Communication, Adaptability,  
Conflict Resolution, Teamwork

Programming Languages:

C#, Javascript, React

3D Software:

Maya, Blender, 3DS Max, ZBrush,  
meshmixer, iClone

Adobe Products

Photoshop, Animate, After Effects,  
Scout

Database Software

GIT, SourceTree, Perforce

Task Tracking

Jira, Zendesk, Kanban

Quality Assurance (QA)

## WORK EXPERIENCE

### **Producer / Software Engineer, Trial Pro, LLC** (November 2019 - Present)

Satisfies various roles, including the creation and development of production schedules, prioritizing tasks and launching sprints via JIRA, tracking bugs and feature requests according to company/ user needs. Provides technical support for over 3k users. Creates and integrates new features for several Trial Pro products including character models, animations, coding, etc. Organizes weekly scrum meetings and delegates tasks to team members

### **3D Artist / Programmer / QA, Evolver Studios** (January 2017 - Present)

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

### **Technical Artist / Programmer, Kizzang, LLC.** (November 2015 - January 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

## EDUCATION

### **The Art Institute of Colorado (2015)** Bachelor of Arts, Game Art & Design

### **WarrenTech (2012)** Game Development Program Certificate

## AWARDS

### **Spectrum Awards Winner (Art Institute, Spring 2015)** Best Game Design, Psychosis

### **Portfolio Par Excellence (Art Institute, Spring 2015)** Best Portfolio Presentation, Game Art & Design

### **PRIDE Award (WarrenTech, 2011)** Professionalism Award for exceptional performance.