

Fernando Rivera

Game Designer

Redmond, WA

<http://www.Fernando-Rivera.com>

FernandoGRivera@gmail.com

407.687.5944

SKILLS

Development: System design, UX design, level design, wireframing, prototyping, brainstorming, writing, pitching

Engines: Unity, Cocos2d, Construct 2, Unreal 3, Havok Vision Engine

Languages: C#, Objective-C, Unrealscript, Python, ActionScript

EXPERIENCE

Product Designer 3 – Microsoft Casual Games

Microsoft (Randstad Technologies) – Redmond, WA

Oct 2016 – Present

- Designing exciting, new features for millions of daily active users in Microsoft Solitaire Collection.
- Overseeing design on Ultimate Word Games from pre-production through continuing, post-launch service.
- Evaluating customer ratings, feedback, and user research for action items in development.
- Coordinating with Production and QA in milestone planning and evaluation for development teams.

Instructor – Game Design Online Bachelors/Game Development Bachelors

Full Sail University – Orlando, FL

Sep 2013 – Present

- Guiding students in designing systems, mechanics and composing documentation.

Freelance Developer

Pink Donut Games, Depth First Games, Third Time – Orlando, FL

Feb 2013 – Oct 2016

- Customer Service for Photo Finish Horse Racing on iOS and Android.
- Level design and additional programming for *Rally Copters*, helicopter racing game for PS4.
- Developed sensorimotor tests in Unity for use in psychological research.
- Design consultation and balancing pass for Bandai-Namco published iOS game *Cinemagic*.
- Independently designed and developed free-to-play, idle, card game, *Bunny Bumper*, for iOS.
- Designed and developed HTML5, mobile ad-game for Southwest Airlines Vacations.

Game Designer

Row Sham Bow, Inc. – Orlando, FL

Apr 2012 – Feb 2013

- Redesigned First Time User Experience resulting in increased user penetration and retention.
- Balanced economies, collectibles, and XP gate systems for Facebook games and prototypes.
- Localization editing and design consultation for Perfect World developed Facebook game.
- Worked with design and art team to brainstorm and rapidly develop paper and digital prototypes.

EDUCATION

M.S. degree in Interactive Entertainment – University of Central Florida

B.S. degree in Psychology – Florida State University