Ana Sofia Rivas

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Education

Rochester Institute of Technology, *Rochester NY*

Expected Graduation 2024

Bachelor of Science, Game Design and Development (GPA: 3.57)

Minor, 2D Studio Art

Dean's List 2021-2023

Related Courses:

- Game Development and Algorithmic Problem Solving 1 & 2 (C#, Visual Studio, MonoGame)
- Data Structures and Algorithms 1 & 2 (C++)
- Game Design and Development 1 & 2 (Game Design, Level Design, Unity)
- Level Design & Level Design 2
- Web Technologies for Game Developers (HTML, CSS, JavaScript, Bootstrap)
- Interaction, Immersion, and the Media Interface (UX & UI)
- Rich Media Web App Development 1 (ES6 Modules, Node.js, Typescript)

Skills

Programming Languages:
C#, C++, HTML, CSS, JavaScript, TypeScript, Python

Engines/Frameworks:
Unity, Unreal, XNA / MonoGame, Ren'PY, Bootstrap, Materialize, Bulma

Software:
Visual Studio, VS Code, Photoshop, Maya, Github, Gitlab, Procreate, Google Suite, Microsoft Suite

Spoken Languages:
English (fluent), Spanish (fluent)

Soft Skills:
Communication, Collaboration, Scrum, Problem Solving, Adaptability, Time Management, Documentation

Experience

Teaching Assistant   *Rochester, NY*

RIT - Golisano College of Computing Science and Information Sciences   *Jan 2021 - Present*

- Assisted professors in managing classes for the following courses: IGME-420 Level Design (3 semesters), IGME-235 Web Technology for Game Developers (1 semester), IGME-119 2D Animation & Asset Production (1 semester).
- Supervised and assisted students during in-class hours, and provided 1:1 support for students both in person and online.
- Evaluated assignments and facilitated resources for students to improve in areas outside their strengths.

Level Designer & Lead Artist   *Rochester, NY*

Changeling VR, Magic Spell Studios   *Aug 2021 - Dec 2021*

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

Projects

Motus   https://qusr08.github.io/Motus/

Team Lead, Game Designer & Artist | Project for IGME-320   *Aug 2022 - Dec 2022*

Motus is an arena-based bullet hell, where players dodge, dash, and deflect bullets to eliminate enemies before they eliminate you.

- Created a game design document for the idea of the game, pitched it, and put together a team of developers to create a working prototype by the end of the semester.
- Oversaw and organized the team, making weekly goals for each member to accomplish and keep the project on schedule.
- Designed and directed the implementation of features and game systems that matched the vision and style of the game.
- Developed fun, creative, and innovative ideas for gameplay to make this game stand out from other games in the same genre.

Slacker   https://www.thegamecrafter.com/games/slacker

Game Designer & Artist | Project for IGME-621   *Jan 2023 - May 2023*

Slacker is a drafting card game where players will master the art of working with and against their groupmates, attempting to get the lowest score while still passing the group project.

- Collaborated with another game designer to advance and expand the initial idea of the game and change the theming into a more marketable product.
- Integrated the new theme into the mechanics and visuals to ensure a seamless, immersive experience for players.
- Overhauled game systems to ensure the game was fun, and the scoring was intuitive and exciting.
- Conducted multiple playtests along development to fine-tune mechanics.

Dance, Kobeni, Dance!   https://github.com/sofir21/Audio-Visualizer

Programmer | Personal Project   *March 2023 - Ongoing*

Dance, Kobeni, Dance! is a rhythm game where users can upload any mp3 file and have a playable beat map generated for them.

- Interpreted audio data using JavaScript nodes to create notes that go with the beat of the selected mp3 file.
- Created using HTML, CSS, Javascript, ES6 Modules, Canvas, and Bootstrap