

# Kevin Rivera

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## WORK EXPERIENCE

### COMPADRES GEIMES | PROJECT MANAGER

Guadalajara, Jal. | Oct 2023 – Present

- Facilitated cross-functional collaboration between 3 teams (art, programming, and design) to meet critical deadlines and project goals, achieving a 95% on-time delivery rate.
- Established regular check-in meetings with cross-functional teams to address ongoing challenges in real time, reducing response times on issues by approximately 30% compared to previous communication methods used within projects.
- Enhanced resource management processes during project development phases for a stealth game title in production, ensuring optimal budget utilization while maintaining high-quality standards throughout the workflow.
- Oversaw the development of an unannounced stealth game for PC, featuring a distinctive cartoon aesthetic. Managed resource allocation and budget to drive efficient production workflows, ensuring high-quality outcomes while maintaining cost-effectiveness.

### 1 SIMPLE GAME | SOUND DESIGNER

Guadalajara, Jal. | Jan 2023 – Oct 2023

- Engineered and integrated 50+ unique sound effects tailored to diverse game environments and scenarios.
- Collaborated closely with the development team to align audio design with the overall game vision, ensuring cohesive audio-visual harmony.
- Enhanced overall sound performance and quality through testing and debugging, resulting in a 20% improvement in user feedback on audio quality.

### AMBER STUDIO | QA TESTER

Guadalajara, Jal. | Jul 2021 – Feb 2022

- Conducted thorough testing on pre-release video game builds to uncover and document 100+ bugs and issues.
- Developed and implemented detailed test plans and test cases based on game design documentation, covering 100% of game features.
- Collaborated with developers and designers to ensure feature quality, functionality, and overall gameplay stability, leading to a 40% reduction in post-launch issues.

## SKILLS

TECHNICAL KNOWLEDGE    Unity, C#, Git, Jira

PRACTICAL KNOWLEDGE    OOP, Design Patterns, Game Design, Gameplay Scripting

## GAME PROJECTS

### WORKING AROUND | UNITY, VS CODE, PYXELEDIT

<https://cheztburster.itch.io/working-around>

Created and optimized two cross-platform minigames during a Game Jam for PC and Android, implementing platform-specific optimizations to enhance performance and user experience.

### ZLAP | UNITY, VS CODE

<https://globalgamejam.org/games/2024/zlap-zuper-liga-atmica-de-papeadas-2>

Developed a turn-based game for a Game Jam within 48 hours, showcasing rapid iteration and efficient design-to-implementation workflows under tight time constraints.

## EDUCATION

UNIVERSIDAD DE GUADALAJARA | BACHELOR OF ENGINEERING VIDEO GAME DEVELOPMENT

Puerto

Vallarta | Aug 2019 - Jul 2023