

Rick Velez

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Profile

I am a Game Designer and Developer who makes games using the Unity Engine with C#, as well as the Unreal Engine. I also possess excellent communication skills and work well in teams. I am looking for work as a Game Designer, Game Developer, or Game Programmer.

Skills

- Game Engines: Unity, Unreal Engine 4, PuzzleScript
- Programming Languages: C#, Blueprints, HTML, CSS, & JavaScript
- Project Management Software: GitHub, GitLab, Trello, Agile
- Audio Software: BFXR, FamiTracker, Reaper, Kontakt and FMOD
- Art Software: Aseprite, Autodesk Sketchbook, and Adobe Photoshop

Projects

Mafia Simulator

October 2020 – December 2020

Sound Designer & Composer

- Created several sound effects for the game, as well as composed a music track
- Used Reaper & FMOD to accomplish this task

Romanus: Master of the Time-Storm

November 2018 - May 2019

Team Lead, Game Designer, Lead Programmer

- Made with Unity and programmed in C#
- Designed levels, programmed core mechanics, and wrote the game's story
- Ensured that everyone on the team accomplished what they had been assigned to do

Escape to Freedom

February 2019 - May 2019

Solo Game Developer

- Made with PuzzleScript
- Managed all areas of production, including game design, programming, art, and audio

Relevant Work Experience

play4REAL XR Lab, Yale University

October 2020 - Present

Research & Development Intern

- Funded by Epic MegaGrant in partnership with Quinnipiac GDD
- Member of Ad-Tacker team to develop a Prototype AR Game using Unreal Engine 4
- Ad-Taker AR raises awareness of advertising tactics targeting teens and young adults

Additional Work Experience

Quinnipiac Polling Institute, Telephone Interviewer

January 2018 – November 2020

Walmart, Sales Associate

May 2019 – August 2019

Education

Quinnipiac University, Hamden, CT

Bachelor of Arts, Major in Game Design and Development, Minor in Psychology

May 2021

Cumulative GPA: 3.69