HECTOR RIVERA.

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Chetumal, Q. Roo.

EXPERIENCE.

Creator and solo Developer of DeathRosa Game.
Dalia Academia.
2018 - Present.

- Made Pixel art assets, environments and UI designs from concept to completion.
- Made pixel art animations of characters, environments and VFX.
- Programmed the game in C# including a bullet hell and turn based battle system.
- Collaborated with other programmers to create a Game Boy sequel.
- Created gameplay moments, including narrative events, combat encounters, and points of interest within the game world.
- Created the soundtrack and SFX.
- Created all the concept art from characters to environments.
- Designed and made the Website of Deathrosa.com
- Made 3D low poly assets and worked with shader effects.
- Build the game with Unity using 2D, 2.5D and 3D techniques.

2D and 3D Freelance Artist.
2013 - Present.

EDUCATION.
BS, Commercial systems/Marketing.
University of Quintana Roo. 2011 –2016

SKILLS.
- Multipotentiality: Able to work in any field, style, media and software used in the game industry. From 2D-3D art, music, programming and marketing.
- Development tools: Photoshop, Unity, Maya, Zbrush, Blender, Clip Studio, Corel Painter, After Effects, FL Studio, Sony Vegas.
- Languages: Spanish and English.