

Ashley Rivas

Game Designer

www.fullmetalashley.com | fullmetalashley@gmail.com | (360) 286-4309 | Bremerton, WA

skills

UNITY 2D / 3D
C#
VISUAL STUDIO
JIRA
PHOTOSHOP
ASEPRITE
PREMIERE
GITHUB
UNITY COLLAB
PROCRAE
PIXAKI

Systems Design
Economy Balancing
Character Art Briefs
Equipment Art Briefs
NPC Design
Pixel Art
2D Illustration
Team Leadership
Technical Writing / Editing
Remote Work

studio xp

CIV ROYALE, 2022. MOBILE.
STAR TREK TIMELINES, 2016.
PC / MOBILE.
PRIDE AND PREJUDICE
ILLUMINATED, DEC 2020. PC.

game jams

WICKED DAYS INTERNAL, 2022
WHOLE SOME GAMES JAM, 2020.
FULL MOON GAME JAM, 2020.
SEATTLE INDIES GAME JAM,
2018, 2019.
GAMES PLUS JAMES JAM, 2018.

community

Admin, Diversity Collective+
in Seattle, WA

experience

Game Designer | Roamer Games [Contract, April - August 2023](#)

- Create units for base game and live ops work
- Design schema for game's economy and resource balance
- Design and balance features for UX optimization
- Design a FTUE for core gameplay

Game Designer | Wicked Realm Games [June 2022 - Jan 2023](#)

- Created live ops content for Star Trek Timelines, including character and equipment art briefs and designs
- Developed new features for long-term players
- Developed economy and equipment / character content for new feature
- Added content and features to existing projects with engineering team using Unity
- Created pitches based on market interest

Developer / Producer | Minerva Interactive [2019-Dec 2021](#)

- Created a Unity version of a 2D literary adaptation, from prototype to full release as lead developer
- Designed framework for gameplay, progression, rewards, user experience, and mobile use
- Developed gameplay based on click-and-drag functionality
- Managed assets within Unity, including graphics / audio
- Collaborated with QA team on bug triage

Lead Teacher | Creative Coding [2018](#)

- Taught elementary students how to use Scratch

Transcriptionist | Hometech, Inc. [2014-16, 2015-17](#)

- Entered and proofread inventory lists in various formats

Gaming Editor | Sidelines [2014-2016](#)

- Worked in a team to contribute edited articles for client web-based campaigns

Technical Writer | SAFE Boats Int. [2012-13, 2015-16](#)

- Created and edited documentation for on-board ship equipment

education

Full Sail University BS in Game Design, Valedictorian | 2018

University of Washington BA in English | 2011

Olympic College Associate's Degree | 2009