

# CATHE RIVERA

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## TECHNICAL PROFICIENCIES

## PUBLISHED GAME

## OBJECTIVE:

Passionately pursuing a Game Production role where my leadership, creative and technical skills can be fully utilized to help release fun and profitable titles.

## QUALIFICATION:

- Strong passion in gaming.
- A focused and highly productive individual with more than 6 years in both 2D and 3D environment.
- Skilled 3D Modeler and Level Designer, consistently creating high and low quality models with exact reconstruction of reference materials Marquette & style guides.
- Advanced knowledge of technical character procedures like rigging, skinning and animation.
- Superior eye for light and detail in creating photorealistic texture maps.
- Comprehensive knowledge of game testing cycle, software development, and testing bug tracking tools and game elements
- Remarkable ability to establish priorities; work independently and/or within a group.
- Take ownership for tasks assigned, be accountable for work, and follow through.
- Self-motivated, innovative, adapts quickly to new solutions and works well under pressure - meeting all challenging and mission critical deadlines.

- 3D Modeling - Autodesk Maya, 3D Max, Mudbox and Pixologic ZBrush
- Graphics - Photoshop, Blend, Illustrator, Fireworks and InDesign
- Texture - Crazybump and Marmoset Toolbag
- Programming - ActionScript 2/3, C++, C#, ASP, .Net, Java, Visual Studio, Mel Kismet Script, xCode and HTML5
- Engine - UDK, Unity, Flash and Skyline

### ❖ Unity (Mobile, Desktop and Web)

- Laser Dawn
- F1 Race
- Renegade Omen
- Robot Reactor
- Egg Catch
- DeepSea Dan

Responsible for the entire GUI, HUD, 3D modeling, texture, render, shading both characters and level environment, which include creating skeleton, rigged and animation.

## PROFESSIONAL EXPERIENCE

**Matthew Chan**  
Artist  
Big Viking Games

*"Catherine never stops working, never stops trying to improve herself, is always helpful, and is a great artist. It has been a pleasure working with Catherine and I hope for the opportunity to work with her again."*

**Alex Morrow**  
Art Director  
Galaxy Forge Games

*"My experience working with Catherine has been nothing but positive throughout her time at Galaxy Forge Games. Not only has she produced quality works to an outstanding level, but she does so with an extremely enthusiastic attitude and eagerness that is hard to come by. Every assignment that Catherine has been handed is finished in a very timely manner with polish and professionalism. It goes without saying that she has been a vital asset to our concept art team. Catherine has an excellent understanding of shape, form, color, lighting and a superb eye for accurate anatomy. Her proficiency in Illustrator and other vector-based programs as well as 3d modeling/rendering programs has surpassed expectations and I truly believe she has a solid career ahead of her in the gaming industry. It is clear that she pours her passion for art and gaming into every piece of work she completes. Thank you Catherine for all your hard work."*

**3D Game Artist**  
**ISolution Games Ltd.**  
February 2012 to present

*Responsibilities:*

- Developing designs and/or initial concept designs for games including game play both web and mobile;
- Working closely with team members to meet the needs of a project;
- Prepare and present GDD Documents to visualize aspects of the game at the concept stage;
- Model characters in high/low polygon and in-game resolution.
- Handle technical aspects of character creation such as pipeline concerns, assets built with optimum efficiency, creation of advanced shaders and asset integration.
- Defining game assets, setting milestones and executing design assignments.
- Solving complex technical problems that occur within the game's production;
- Quality testing games in a systematic and thorough way to find problems or bugs. Track, record and submit ticket that indicates precisely where the problem was discovered;
- Performing effectively under pressure and meeting deadlines to ensure the game is completed on time.

**3D Game Artist**  
**Dark Wing Studio**  
January 2013 to present

*Responsibilities:*

- Modeled creature character, unwrapped and texture based on approved concepts .

**3D Game Artist**  
**Galaxy Forge Games**  
September 2012 – April 2013

*Responsibilities:*

- Responsible preparing conceptual design for characters and environments props of multiplayer content.
- Modeled, unwrapped and texture approved environment prop concepts .

**3D Modeler / Storyboard Artist**  
**Tim Horton (Farm Game)**  
May 2010 - March 2011

*Responsibilities:*

- Implement content description of the scene and then present a mock-up Animatic board of all the narrative sequence and timing for what would it appears in the game.
- Modeled characters, props and environments.

### **3D Modeler**

#### **Megavision LLC**

March - May 2010

#### *Responsibilities:*

- Modeled different props and environments for their indoor sport facility such as golf and laser game.

### **3D Modeler**

#### **Papelmeroti Inc.**

October 2009 to December 2009

#### *Responsibilities:*

- Modeled innovative interior design that showcases their product, including product furniture,
- Lighting, fixture and furnishing.

### **UIX Designer and Developer**

#### **Solution Q**

November 2007 - October 2009

#### *Responsibilities:*

- Collaborate with product owners, Developers and QA tester at release and sprint levels.
- Conceive and produce user interface prototypes based on high level feature requirements.
- Responsible in producing creative mock-up skins and comprehensive artwork for both web and desktop application.
- Develop all skin design, Icons to a vector mode image and properly label according to their designated page and action behavior.
- Convert all images to a XAML canvas code and create respective folder that serves as assets.
- Support all QA and technical request, ensuring all tickets that have been assigned were properly addressed and assign to the assigner before end of the day.
- Ensuring all new products, design, page and icons are properly check-in and remember to back-up all files to the server.

### **Web designer and Developer**

#### **Bedbug LLC**

March 2005 - May 2007

#### *Responsibilities:*

- Over-all GUI design, development and deployment of all corporate website and their corporate affiliates.
- Development and deployment of all below the line collateral such as electronic emails and company collaterals presentation.
- Modeled casino environment such as poker table, slot machine, roulette casino supplies by using Maya and textured them by using Photoshop.

### **3D Digital Artist and Animator**

**Cyclotonxl**

November 2004 - February 2005

*Responsibilities:*

- Modeled, Texture, rigging and render a 3D male and female character in Maya.
- Implement the timing and pace of a character's movements during the frame sequence of each swing.
- Developed a DVD/ Kiosk GUI interface design and developed hard coded Actionscript that will merge and showcase the 3D animation presentation thru flash and xml.

### **UIX Flash Developer**

**Autodesk**

July 2004 - November 2004

*Responsibilities:*

- Over-all application product design and development and submit sample mock-up for approval.
- Implement in creating a DVD/ Kiosk GUI interface design and developed hard coded in Actionscript, that showcase 3D animation that was been modeled in Maya Application.
- Product dry run and check for interactivity and navigation through the product content, possible bug and fixed it before submitting it for QA.

## **EDUCATION**

2011 **Video Game Design and Development** - Diploma  
Academy of Design

2004 **Computer Animation** - Diploma  
Toronto Film School

1992 **BS in Computer Science** Major in Information Technology  
St. Paul University