

Sofia Rivas

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EDUCATION

Master of Science, Game Design and Development

Rochester Institute of Technology (GPA: 4.0)

May 2026

Rochester, NY

Bachelor of Science, Game Design & Development; Minor, 2D Studio Art

Rochester Institute of Technology (GPA: 3.57)

May 2024

Rochester, NY

KEY SKILLS

- **Soft Skills:** Oral & Written Communication, Problem Solving, Adaptability, Risk Assessment, Time Management, Documentation, Agile Development Practices
- **Software:** Jira, Trello, Excel, Sheets, Google Suite, Microsoft Suite, Miro, Unreal Engine, Unity, Visual Studio, VS Code, Photoshop, Maya, Github, Procreate
- **Programming Languages:** C#, C++, Blueprints, HTML, CSS, JavaScript, TypeScript, Python
- **Spoken Languages:** English (fluent), Spanish (fluent)

PROFESSIONAL EXPERIENCE

Producer

May 2024 - Aug 2024

Crowd Comic, Magic Spell Studios

Rochester, NY

- Drove Agile development and Scrum processes across a cross-disciplinary team of 18, driving backlog management, sprint planning, and daily standups to ensure timely releases
- Streamlined meeting processes and delivered weekly progress reports to stakeholders, resulting in enhanced stakeholder engagement
- Optimized inter-team communication and issue resolution between design, art and development leads, resulting in quicker project delivery timelines

Level Designer

Aug 2021 - Dec 2021

Changeling VR, Magic Spell Studios

Rochester, NY

- Elevated user experience by creating and refining a hub level in Unreal Engine, significantly enhancing thematic immersion and ensuring intuitive navigation under tight development schedules
- Accelerated game production by partnering with 3D and engineering teams on modeling, texturing, and asset integration, leveraging Maya, Blender, Substance Painter, and Unreal Engine to deliver a complete playable level in one month

ADDITIONAL WORK EXPERIENCE

Senior Moderator

Apr 2024 - Present

ArtFight LLC

Remote

- Managed community moderation and policy enforcement, fostering a safe and engaging online environment for an active userbase of over 600k users.
- Coordinated with leadership to streamline processes for a team of 26 volunteers
- Delivered strategic communication improvements by implementing frequent newsletters and active social media outreach, resulting in a marked enhancement in user trust and satisfaction

Teaching Assistant

Jan 2021 - Present

RIT - Golisano College of Computing Science and Information Sciences

Rochester, NY

- Supervised and assisted students during in-class hours, and provided 1:1 support for students both in person and online
- Evaluated assignments and facilitated resources for students to improve in areas outside their strengths

PROJECTS

Cursebreakers | Producer

Aug 2025 - Present

- Managed Agile workflows using Jira, overseeing sprint planning, backlog grooming, retrospectives, and daily standups.
- Fostered clear communication pipelines between internal and external contributors, streamlining feedback loops and reducing iteration delays
- Acted as the central point of contact across teams, proactively identifying blockers and facilitating quick resolutions to maintain momentum and meet key milestones

Verdant Engine | Producer & Artist

Jan 2025 - May 2025

- Directed production from pre-production through release, keeping the 7-person team aligned and on schedule
- Orchestrated Scrum ceremonies and utilized Trello for backlog management, accelerating project completion and ensuring timely milestone deliveries
- Streamlined communication, quickly removing blockers across design, art, and programming
- Coordinated expo participation, including sign-ups, demo station set up, and aligning vertical slice milestones with showcase deadlines