

Sofia Rivas

[linkedin.com/in/ana-sofia-rivas](https://www.linkedin.com/in/ana-sofia-rivas) • sofiarivas.com • +1 (585) 747 4698 • ssr8381@g.rit.edu • Rochester, NY

KEY SKILLS

- **Production:** Agile/Scrum, Sprint Planning, Backlog Management, Risk Tracking, Documentation, Cross-Discipline Coordination
- **Project Management Software:** Jira, Trello, Google Workspace, Microsoft Suite, Miro
- **Game Development Software:** Unreal Engine, Unity, Visual Studio, VS Code, GitHub, Maya, Blender, Adobe Creative Cloud
- **Programming Languages:** C#, C++, UE Blueprints, HTML, CSS, JavaScript, TypeScript, Python
- **Spoken Languages:** English (fluent), Spanish (fluent)

PROFESSIONAL EXPERIENCE

Teaching Assistant

Jan '21 - May '26

RIT - Golisano College of Computing Science and Information Sciences | Rochester, NY

- Supported 60+ students per semester across game design, level design, web development and art production courses through in-class supervision and 1:1 mentorship
- Designed and developed an Unreal Engine 5 level creation tool used for in-class projects and gameplay exercises
- Evaluated assignments and provided targeted feedback and resources to help students improve across technical and creative disciplines

Production Internship

May '24 - Aug '24

Crowd Comic, Magic Spell Studios | Rochester, NY

- Led agile workflows across an 18-person multidisciplinary team spanning multiple countries and time zones
- Facilitated sprint planning, standups, reviews, retrospectives, and backlog refinement while managing dependencies through GitHub issues
- Stepped into a larger leadership role after the loss of consistent product ownership, creating production roadmaps and workflows that stabilized development across frontend, backend, and UX teams
- Coordinated daily cross-discipline communication between programming, design, and art leads to proactively resolving blockers and maintaining development momentum
- Maintained documentation, meeting notes, and weekly stakeholder progress reports throughout development

PROJECTS

Cursebreakers | Producer | Team of 10

Aug '25 - Present

- Facilitated Scrum ceremonies including sprint planning, retrospectives, reviews, and daily stand-ups
- Coordinated communication across 5 internal developers, 5 external contributors, and 4 advisors spanning multiple time zones
- Maintained sprint tracking and task management in Jira, identified blockers, resolved production risks, and maintained project documentation to support milestone delivery
- Recruited and onboarded 5 external contributors to address skill gaps and support evolving production needs

Verdant Engine | Producer & Artist | Team of 7

Jan '25 - May '25

Producer & Artist

- Directed production from concept through release for a 7-person multidisciplinary team across a 6-month development cycle
- Facilitated Scrum ceremonies, milestone tracking, and cross-discipline coordination to maintain steady production momentum
- Identified production risks early and adjusted scope and priorities to maintain a polished vertical slice target
- Coordinated internal, external, and expo playtests, translating player feedback into prioritized production goals
- Organized participation in 4 game exhibitions, managing applications, demo preparation, logistics, and booth setup

EDUCATION

Master of Science, Game Design and Development

May '26

Rochester Institute of Technology, GPA: 4.0 | Rochester, NY

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

May '24

Rochester Institute of Technology, Graduated with Honors | Rochester, NY