

Rinaldo Del Gallo

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Qualifications

- 6 years of game design and development experience
- 4 years of leadership in game development and e-sports
- 3 years of experience with Microsoft Office, GitHub, Unity, Unreal Engine

Work Experience

Production Manager, Heatwave Studios, Tempe, AZ 1/2017 - 5/2021

- As Design PM, managed a team size of 20 to facilitate creative processes
- As Lead PM, managed a team size of 40, the largest team size in the club's history
- Shipped projects within in the 10-month timeframe

Project Lead, Pokémon Tectonic 2/2021 - 10/2023

- Managed a team of 25-30 volunteers to achieve monthly production goals
- Lead weekly design and production meetings to fine tune the game's systems
- Shipped the game within the scheduled 2.5 years, less half the average time of similar projects
- Created, grew, and maintained a community of over 4,000 members from scratch

E-Sports Administrator, North American Striker League 12/2022 - Present

- Organized grassroots e-Sports league and handled all forms of scheduling for players and staff
- Hired, Onboarded, and Supervised a staff size of 70 volunteers
- Organized stream production and advertisement, resulted in 100% increase in viewership
- Created, grew, and maintained a community of over 3,000 members from scratch
- Ran two profitable international e-sports LAN events

Education

The University of Texas at Dallas, Arts, Technology, and Emerging Communication, M.A., 3.72 GPA 8/2021 - 6/2023

Arizona State University, Philosophy, B.A. (Certificates: Computer Gaming, Symbolic Cognitive & Linguistic Systems, and Arts & Humanities in Games), 3.69 GPA 8/2017 - 5/2021

Other Projects

- **Color Phase**, Puzzle Platformer release on Steam
- **Chromaslice**, Couch Multiplayer Party, released on itch.io
- **Pokémon Tectonic**, Open-Source Pokémon Mod, released on our [website](#)
- **More information at 3rickbat.github.io**