

Devin Raposo

devinraposo@gmail.com • Cape Coral, FL • 239-240-3915 • <http://devinraposo.com>

Writer and game developer seeking an opportunity to apply strong knowledge and experience in software engineering and storytelling toward a narrative-focused position in the games space.

WORK EXPERIENCE

Independent Game Developer • Cape Coral, FL • June 2014 – Present

- Designed, programmed, scored, and sound-designed a first-person horror-thriller using Unity and C#.
- Wrote, sound designed, scored, and programmed an interactive novella in Twine which won an award in 2016's Interactive Fiction Competition.
- Blocked out level layouts using Maya and Unity to demonstrate understanding of spatial flow and develop technical implementation knowledge
- Wrote design docs, mocked-up level layouts in PhotoShop and developed story treatments for games to develop narrative arc crafting skills and internalize the realities of the pre-production process for games.

Writer • Cape Coral, FL • June 2015 – Present

- Wrote numerous linear short stories and works of interactive fiction within a sprawling fictional universe with an eye for prose quality and develop the verisimilitude of the setting for future stories.
- Pitched and drafted into final deliverable over twenty pieces as a freelancer for reputable publications such as VICE and Paste Magazine which brought about audience engagement and encouraged retention.
- Brainstormed feature ideas with editors which led to successful regular site columns.
- Wrote technical documentation which synthesized contributions from numerous individuals in software teams to translate complicated technical information into digestible parlance for layman audiences.

Software Engineer / Producer (Internship) • Hertz Corporate • October 2017 – May 2018

- Managed an Agile team of software engineers, allocating and triaging workloads and tracking bugs with Jira to ensure successful delivery of clean, bug-free deliverables to stakeholders.
- Designed corporate-facing meeting spaces and created visual assets for managers to present in service of developing narratives in pursuit of the approval of budgets which led to new company initiatives.
- Embedded with other teams as head of the operations and maintenance team to learn about their work and execute upon ways which the ops team could improve the quality of other teams' work.

EDUCATION

- Bachelor of Science in Software Engineering, Florida Gulf Coast University, Graduated May 2019
- High School Diploma, Cape Coral High School, Cape Coral, FL, Graduated May 2012

TECHNOLOGY & SKILLS

- Game development in Unity
- Microsoft Office Suite (Word, PowerPoint, Excel)
- Adobe Creative Suite (Photoshop, Premiere Pro)
- 3D modeling (Autodesk Maya)
- Ableton Live (Audio design, composition)
- Agile development (Scrum focus)
- Web development (HTML, CSS, JavaScript)
- Database management (SQL, MySQL)
- Source control/bug-tracking software (GIT, JIRA)
- Eight years of customer service experience