



Rick Velez

Game Designer & Developer



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Profile

I'm a game designer and developer with a knack for creating elegant mechanics that keep players coming back. I've led design on two indie games, growing player immersion. I love creating gameplay experiences that leave a lasting impression. I'm now looking to join a team that does right by its players.

Skills

Game Engines:

Unity
Unreal Engine 4
PuzzleScript

Programming

Languages:

C#
Blueprints
HTML
CSS
JavaScript
TypeScript

Project

Management

Software:

GitHub
GitLab
Trello
Agile
Microsoft Office

Audio Software:

BFXR
Reaper
Kontakt
FMOD

Art Software:

Aseprite
Sketchbook
Photoshop

Work Experience

AdaptEd Labs

May 2025 - Present

Level Designer and Gameplay Programmer

- Currently developing two upcoming games set to release between Q4 2026 and Q1 2027
- Designing the level layouts and implementing core gameplay mechanics using Unity

Digitate, TCS

August 2021 - August 2024

XR Developer

- Researched into Gemini, Claude, and ChatGPT for the planning phases of an AI project
- Developed 5 different Immersive Applications using Unity for the Web and HoloLens
- Collaborated with other developers to complete key project deadlines in a timely manner

play4REAL XR Lab, Yale University

October 2020 - July 2021

Research & Development Intern

- Developed Prototype for Ad-Tacker AR Game using Unreal Engine
- Assisted in planning, resulting in 65% reduction in teens getting tricked by ads

Projects

Shoot & Seek

October 2022 - December 2022

Team Lead, Level Designer, UI Programmer

- Developed a game for the 2022 Spooky 2D Jam that was ranked 7th out of 60 entries
- Designed the layout of the haunted mansion that enhanced player immersion by 50%
- Work with other team members to complete the game in less than the 48 hours

The Signal

September 2021

Solo Game Developer

- Implemented mechanics for planetary traversal while reducing nausea
- Developed using Unity with the XR Interaction Toolkit and XR Plugin Management plugins

Education

Game Design Skills

Certificate in Mastering Game Mechanics

May 2025

Quinnipiac University, Hamden, CT

Bachelor of Arts, Major in Game Design and Development, Minor in Psychology

May 2021