RICHARD FLORES

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Technical & Professional Skills

Programming Languages: C#, C/C++, Java, Python, Javascript, HTML
Game Engines: Unity, SDL2, GameMaker Studio 2, Unreal Engine 4
Other Applications: Git, Perforce, JIRA, Visual Studio, JetBrains Rider, Maya, Wwise

Experience

Tempered Lobe: Untitled Golf Game (Unity PC), Golf Tycoon Game   *2022-Current*
Lead Engineer
- Leading Engineering team with an agile Scrum methodology.
- Planning tasks and a feature roadmap with engineers, directors and myself in order to build a proof of concept product to use for more funding.
- Designing and building a Tycoon Game system with building/editing tools for golf courses and a simple economy.
- Designing and building a golf gameplay system where player input and environmental factors affect outcomes; along with AI that will play in this system.

StarWeave (Unity PC), Narrative, Impactful Tactical RPG   *2021-Current*
Sole AI Engineer
- Building a grid-based combat system that allows the player and AI to control multiple units in turn-based combat similar to those in Fire Emblem and Final Fantasy Tactics.
- Using Binary Decision Trees to build an AI system for units to use in combat, that even allows for units to disobey orders based on their AI behaviors.
- Writing behavior scripts using AI system for every main character and enemy units.

Leechbug (Unity PC), Underwater, Real-time Strategic Combat RPG   *2020-2021*
Senior AI Engineer
- Built a flexible finite state machine AI framework with action lists that is adjustable and editable for experimentation and flexibility.
- Using this framework to implement specific combat behavior controllers that creature AI can switch between.
- Added a BOID system to the AI to bring the creatures and their environments to life with ability to add different swim patterns and idle behaviors.
- Developed a cutscene system to control fish, camera, etc. to convey important narrative moments.

Koa: Journey into Ekos (Unity iOS), Puzzle-Platformer w/Player-Drawn Platforms   *2019-2020*
Lead Designer & Level Designer
- Designed puzzles and progression of 15 levels to introduce new mechanics over 3 zones.
- Designed a challenge system to facilitate multiple solutions to puzzles and encourage level replayability.
- Made tough decisions on cutting features and levels due to production constraints to ensure we publish in time while keeping progression and our pillars intact.

Education

University of Southern California   *Fall 2020*
Bachelor of Science in Computer Science (Game Development)
Whittier College   *Spring 2018*
Bachelor of Arts in 3+2 Engineering: Integrated Computer Science