

Riley

Game Designer, Multimedia Artist

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SUMMARY

Computer Science, B.S. undergrad with 2 years professional, 5+ years personal experience in game design pertaining to rhythm games. Experienced with chart design across several games and control schemes, in both team-based and individual-driven environments. Several years of personal experience with music theory, composition and production.

PROFESSIONAL EXPERIENCE

EX-XDRiVER

xdrv.team

Project Lead; Chart Design Lead

December 2023 - Current

Arcade-style rhythm game, available for free on PC through Steam.

- Design full chartsets, spanning beginner- to expert-level difficulties
- Provide peer review for charts for each update
- Work with others to create collaboratively-developed charts
- Incorporate auxiliary effects into charts to enhance gameplay

Contributed over 60+ charts so far, and strives to maintain the positive reputation that the game's charting has garnered among players.

PERSONAL EXPERIENCE

- 5+ years charting DanceDanceRevolution, In The Groove, and Pump It Up custom files
- Contributed and participated in various In The Groove packs and events
- Developed unofficial helper tools for Pump It Up UCS file format conversion to ease workflow
- Deep understanding of charting concepts such as parity, balance, pitch relevance and more

SUPPLEMENTARY SKILLS & OTHER QUALIFICATIONS

Rhythm Game Proficiency

DanceDanceRevolution A3

Doubles Kaiden

Pump It Up Phoenix

Expert Lv. 1

beatmania IIDX 31 EPOLIS

SP 9Dan

SOUND VOLTEX EXCEED GEAR

16.51 Volforce

Arcaea

11.7 Potential

Music Production & Competency

Featured in:

(aka "Seo" or "RILEY AGAINST SELF")

vivid/stasis

Rizline

NOISZ re:||CG

Soundelta

EX-XDRiVER

- Experience cutting songs from full length to game-size length
- Strong understanding of music terminology/theory such as syncopation, phrases, time signatures, polyrhythms, etc.