EB

Eric "Rico" Betancourt II

EDUCATION

Sep 2013 - May 2017

Boston University, Boston, MA

B.A. in Sociology and Women's, Gender, and Sexuality Studies
Concentration in Intersecting Identities and Inequalities

Indie Game Academy

Game Development Bootcamp - Narrative Design Focus

PHONE

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EMAIL

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PORTFOLIO

https://ricoricorpg.com/about

SKILLS

Bilingual English/Spanish

- Narrative Design
- Quest Design
- Worldbuilding
- Copy Editing
- Discord
- Community Management
- Live Streaming
- DEI Consultation
- Localization(Spanish)
- Sensitivity Review
- C#
- C++
- Visual Scripting / Blueprints
- Lua
- Rust
- Modding / Decompilation
- Prototyping
- In-Engine Game Development
    - Unity
    - Maplestory Worlds
    - Unreal Engine
    - Love 2D
    - RPG Maker
    - Turbo

EXPERIENCE

Aug 2025 - Present

Counterspell
Lead Game Developer

- Lead developer on **Maple Mystery Dungeon**, currently in early access on the Maplestory Worlds platform with 1000+ active players.
- Created extensive pre-production documentation on game's design to ensure a seamless and intentional development process could follow.
- Implemented core systems in Lua, following best practices for efficiency in the MSW engine with server/client execution in mind.
- Engineered procedural map generation in the engine's RectTile mode allowing for roguelike infinite replayability with minimal maintenance or developer overhead required.

Jan 2020 - Present

RicoRicoRPG
Professional Dungeon Master

- Facilitated 10,000+ hours of paid tabletop roleplay sessions for thousands of clients of all ages, in person and online.
- Crafted bespoke narrative experiences for each adventure, building stories around the desires of the group and their characters.
- Built and sustained an engaged online community of thousands of patrons, fostering a vibrant, inclusive space through conistent events, content and community initiatives.
- Presented at industry events (MagicCon, PAX, SXSW) on game design, community building, and representation.

Nov 2024 - July 2025

Guilty Games Studio
Narrative Design Lead

- Owned worldbuilding, story, and character design for **Into the Abyss** and **Made of Clay**.
- Wrote dialogue, quest text, and general UI copy; working closely with development team on proper in-engine implementation.

Sep 2022 - Nov 2024

Wizards of the Coast
Cultural Consultant (Contractor)

- As a cultural design consultant, I was brought on to review various **Dungeons & Dragons** book releases since 2022, including:

    Dragons of Stormwreck Isle
    Planescape: Adventures in the Multiverse
    Phandelver and Below: The Shattered Obelisk
    Monsters of the Multiverse
    Minecraft x Dungeons and Dragons

- Reviewed production ready copy and art briefs for character designs, guiding teams to create visually and thematically accurate representations that respected and celebrated diverse identities.

Jan - Aug 2024

Soul Masters TCG
Trading Card Game Designer

- Spearheaded the game design for a new entry in the TCG genre, focusing on user experience and ludonarrative harmony.
- Developed and led the creation of the overarching story and character designs, ensuring compelling and novel content that resonates with players.
- Presented game demos at conventions nationwide, gathering player feedback to refine game mechanics and storytelling elements.

Feb 2022 - Dec 2023

Gala Games
Game Designer

- Worked with worldbuilding teams to create cohesive story bibles for narrative development of live-service games **Spider Tanks, GRIT,** and **Superior**.
- Developed production copy for major IP brand crossovers with **Battlestar Galactica, The Walking Dead,** and **Trolls**.