



# 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, Los Angeles, CA**  
**Lead Game Developer**

- Currently solo developing **Maple Mystery Dungeon**, for release on the Maplestory Worlds Platform as a part of the Creator’s Workshop.
- 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 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.

Nov 2021 - Present

**Wizards of the Coast, Seattle WA**  
**Game Designer, Dungeons & Dragons (Contractor)**

- As a design consultant on the Wizards RPG team, contributed to the development of various adventure releases since 2021, including:
  - Dragons of Stormwreck Isle
  - Heroes of the Borderlands
  - Spelljammer: Adventures in Space
  - Planescape: Adventures in the Multiverse
  - Phandelver and Below: The Shattered Obelisk
  - Monsters of the Multiverse
- Authored detailed art briefs for character designs, guiding artists to create visually and thematically accurate representations that respected and celebrated diverse identities.
- Facilitated playtesting and feedback sessions at each stage of development, ensuring quality gameplay and replayability.

Jan 2020 - Present

**RicoRicoRPG, Los Angeles, CA**  
**Professional Dungeon Master**

- Facilitated paid tabletop roleplay sessions for thousands of clients of all ages, in person and online. Organizational clients requesting teambuilding sessions in the past include Zynga, Cashapp, and Pavlok.
- Crafted bespoke narrative experiences for each adventure, building stories around the desires of the group and their characters.
- Managed full production workflow: prep, scheduling, invoicing, and all other aspects of the campaign outside of sessions.
- Built and sustained an engaged online community of thousands of patrons, fostering a vibrant, inclusive space through consistent events, content and community initiatives.
- Presented at industry events (MagicCon, PAX, SXSW) on game design, community building, and representation.

Jan - Aug 2024

**Soul Masters TCG, San Juan, PR**  
**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, Denver, CO**  
**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.
- Collaborated with monetization team on creation of items for the Web 3 marketplace.