

EB

Eric "Rico" Betancourt II

EDUCATION

Boston University, Boston, MA

B.A. in Sociology and Women's, Gender, and Sexuality Studies

Concentration in Intersecting Identities and Inequalities

Indie Game Academy, Kennesaw, GA

Postgraduate Game Development Bootcamp - Narrative Design

PHONE

(860) 878-4317

EMAIL

ricoricorpg@gmail.com

PORTFOLIO

<https://ricoricorpg.wixsite.com/website/about>

SKILLS

- In-Engine Game Development
- C++ Programming
- Prototyping
- Narrative Design
- Creative Writing
- Story Structure
- Worldbuilding
- Copy Editing
- Discord
- Community Management
- Live Streaming
- DEI Consultation
- Localization(Spanish)
- Sensitivity Review

OBJECTIVE

Passionate and creative game designer with a knack for storytelling and community building, excited to bring forward my experience in worldbuilding and rich character development. Ready to dive in and help make the most player-focused games in the world by crafting resonant stories and fostering engaging experiences to create unforgettable memories for players.

EXPERIENCE

Feb 2024-Present

Soul Masters TCG, San Juan, PR Game Designer, Community Manager

- Spearheaded the game design for a new entry in the Trading Card Game genre, focusing on player engagement and narrative.
- Developed and led the creation of the overarching story and character designs, ensuring compelling and novel content that resonates with players.
- Organized and facilitated design sessions with the team on high-level concepts, managing project tracking and execution to meet milestones on time.
- Presented game demos at conventions nationwide, gathering player feedback to refine game mechanics and storytelling elements.
- Successfully established and grew an engaged online community of thousands of patrons, fostering a vibrant, inclusive space through strategic content and communication initiatives

March 2021-Present

Counterspell Culture, Los Angeles, CA Game Design Consultant, Editor

- Conducted in-depth reviews of pre-publication content to ensure cultural inclusion and sensitivity, implementing equitable revisions that enriched narrative authenticity and broadened audience appeal
- Authored detailed art briefs for character designs, guiding artists to create visually and thematically accurate representations that respected and celebrated diverse identities
- Delivered expert presentations at high-profile events including MagicCon, PAX, and SXSW, sharing insights on game design, community building, and cultural representation in the gaming industry

Previous clients include: Wizards of the Coast(Dungeons & Dragons), Gala Games, Fantasy Flight Games(Arkhm Horror, Unfathomable), Soul Masters TCG, and various others.

Feb 2020-Present

RicoRicoRPG, Los Angeles, CA Founding Dungeon Master, Community Manager

- Designed and rigorously playtested custom TTRPG adventures, player characters, and homebrew worlds, delivering compelling and balanced gameplay experiences tailored to diverse player groups.
- Enthusiastically facilitated thousands of paid game sessions for patrons online and in person at live events.

Feb 2022-Dec 2023

Gala Games, Denver, CO Tabletop Game Designer, Live Experience Manager

- Developed interactive player experiences for live events, adapted from popular IPs such as The Walking Dead, Trolls, and Battlestar Galactica.
- Designed, implemented, and continuously evaluated comprehensive events and training programs that enhanced employee skills and supported professional growth, driving measurable improvements in workforce capability