



DRACO
Ernesto Ríos Solís
 Game Designer



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sepsheksara



/Sepsheksara



isfet

Place of Birth Oaxaca, México

Date of Birth 08 / 08 / 1977

Place of Residence CDMX, México

Marital Status Single

Current Job

Amber México Guadalajara, México. (February, 2021 to date)
 Game Designer (Game Design Guild)

SAE Institute México CDMX, México. (January, 2016 to date)
 Teacher - Taught subjects:

- Interactive Entertainment Theories
- Interactive Entertainment Design
- Game Design
- Advanced Game Design
- User Experience Design

Previous Jobs

Wozlla México

Creative Director – CDMX, México, 2015 - 2016

Playful Play

Game Designer – Monterrey, N.L., México, 2011 - 2013

CEDIM

Game Design Teacher – Monterrey, N.L., México, 2012

Inode Entertainment

Game Designer – Chihuahua, Chihuahua, México, 2009

Gameloft

Game Designer – Mexicali, B.C., México, 2006 - 2008

Grupo Starnet

Web Designer – Saltillo, Coahuila, México, 2003 - 2004

ESAP "Rubén Herrera" U.A. de Coahuila

Graphic Design Teacher – Saltillo, Coahuila, México, 2001 - 2005

Materia Gris

Partner and Founding Member. Graphic Designer and Web Designer.
 Saltillo, Coahuila, México, 1999 - 2006

Education

Licenciado en Diseño Gráfico (Graphic Design Degree)

Escuela Superior de Artes Plásticas "Profr. Rubén Herrera"
 Universidad Autónoma de Coahuila
 Saltillo, Coahuila, 1994 - 1998

Degree Work:

* "Comprehensive Computer Animation: A Theoretical Introduction"

Social And Mobile Games Design Master Class

Centre Nad - MIMEC. by Ollie Sykes
 Monterrey, N.L., Feb. 2012

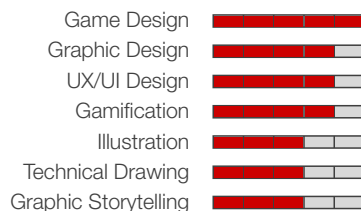
Clínicas de Dibujo Digital (Digital Drawing Clinics)

Centro Cultural de España
 by Edgar Clement, Sebastián Carrillo, Luis Gantús. México, D.F., Junio 2010

* Introduction to Event Oriented Programming in Flash MX (Workshop)

Flash For México, UTC. by Rodolfo Ruiz Ortiz
 Saltillo, Coahuila, Abril 2003

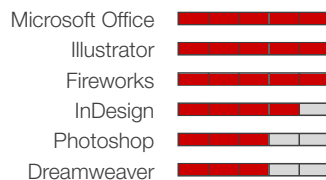
Proficiencias



- Languages -



- Software -



Various graphic editing applications, Various tools for diagramming and rapid prototyping (*Invision, Cacao, Construct*, etc.)
 Websites publishing tools,
 Basic 3D modeling and animation.
 HTML, CSS. Basic programming.

Interests

- General Systems Theory
- Symbolic Logic
- Probability
- Games Theory
- Information Theory
- Communication Theory
- Linguistics
- Visual and Interactive Narrative
- Theoretical Foundations of Design
- Neurosciences
- Game Studies
- Universal Mythology
- Martial Arts

* Translated Names

Published Titles



Wreckerz

Wozlla México, 2015 - 2016

Creative Director:

Game Design, Documentation

Graphics & Audio Supervision

Target Platform: iOS



La Vecindad de El Chavo

Playful Play, 2011 - 2013

Lead Game Designer:

Documentation, Mini-Games Design

Target Platform: Facebook

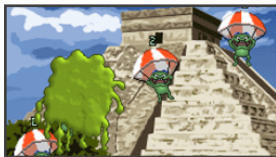


Mayan Riders

Inode Entertainment, 2009

Additional Level Design

Target Platform: Mobiles (various)



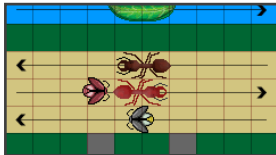
The Plague

Inode Entertainment, 2009

Additional Game Design,

Documentation, Missions Design

Target Platform: Mobiles (various)



Boogie Run

Inode Entertainment, 2009

Level Design

Target Platform: Mobiles (various)



Bikini Volleyball

Gameloft, 2006 - 2007

Game Design, Documentation

Target Platform: Mobiles (various)

Lectures and Events

* Documentation in the Game Design process

Conversatorio en Línea LEIVA

Centro Multimedia, CENART - CDMX; Oct. 2020

* Video Games as Information Systems

3er. Coloquio de Investigadores de Videojuegos

Facultad de Ciencias Políticas,

UNAM - CDMX, México; Oct. 2017

* Video Games as Media, Industry and Art

VIII Congreso Internacional Latina de Comunicación Social

La Laguna, Tenerife, España; Dec. 2016

Panel: Retórica en Juegos (Rethoric in Games)

Simposium "Juegos y Política" (Games and Politics)

Centro de Cultura Digital, CDMX; Nov. 2016

* Panel: The Life Without Games Is No Life

DEVHR6

Centro de Cultura Digital, CDMX; Sept. 2016

Setting Up a Combat Robot's Assembly Line

DevHrMx5

Wozlla México Team

Centro de Cultura Digital, CDMX, Nov. 2015

* Why Can't I Finish My Project?

Campus Party México 2015

Expo Guadalajara, Guadalajara, Jalisco, Julio 2015

* From Script to Interaction Design in Video Games

Facultad de Artes, UAEM

Toluca, México, Nov. 2014

* The Game Designer Tools

DevHrMx 2014

Cenart, México, D.F., Oct. 2014

Other Projects

The assembly and distribution in vivo of the Escherichia coli RNA degradosome

Graphics Edition Advisor

Domínguez-Malfavón L, Islas LD, Luisi BF,

García-Villegas R, García-Mena J.

Biochimie. 95(11):2034-41 PMID: 23927922

Genética y Biología Molecular, Cinvestav; México, D.F.,

México, 2012 - 2013

(Illustrated Letters) Letras Ilustradas

Illustrations Exhibition

Collaboration as Illustrator

Fusión Códices

Saltillo, Coahuila, 2011 - 2012

M.O.R. Games

Video Games Development

3D Modeling and Animation,

Graphic User Interface Design

Saltillo, Coahuila, 2004 - 2006

(Masks, Capes & Trusses) Máscaras, Capas & Truzas

Radio Show about Comics

Producer and Host

XEKS / Materia Gris

Saltillo, Coahuila, 2000 - 2004

Taught Workshops

(MVP Development) Desarrollo MVP

Module of the 'Videogame Development Course'

Universidad Anahuac Online - CDMX; 2020

(Game Design 101) Diseño de Juegos101

DEVHR6 (with Jacinto Quesnel)

Centro de Cultura Digital, CDMX, México, Sept. 2016

Playnatics

Brands & People, Digital Invaders

Think Workspace, San Pedro, N.L., July 2016

Playnatics

Digital Invaders

El Almacén, México, D.F., May 2015

(Interaction Dynamics) Dinámicas de Interacción

[New Media Business]

Digital Invaders, Grupo W

CEDIM, Santa Catarina, N.L., Sept. 2014

(Gamification Workshop) Taller de Ludificación

Digital Invaders

Saltillo, Coahuila, Feb. 2014, June 2014

(Mobile and Social Games Design) Diseño de Juegos Móviles y Sociales

Playful Play (with Juan Pablo Sajfar)

IESTEC, Monterrey, N.L., Sept. 2012

* The Game Designer Tools

UVM Campus Toluca

Metepac, México, Nov. 2014

* Psychology and Neuroscience (for Game Designers)

DevHrMx 2013

Cenart, México, D.F., Oct. 2013

Understanding Games

Digital Invaders

Saltillo, Coahuila, June 2011 - June 2013

* Games, Design and Game Design

DevHourMx 2012

Cenart, México, D.F., Oct. 2012

Panel: Diseño Regional (Regional Design)

Colloquium "Símbolos Culturales" (Cultural Symbols)

U.A. de C. , Saltillo, Coahuila, Nov. 2011

* The Creation of "La Vecindad de El Chavo"

UDEM (Universidad de Monterrey)

San Pedro Garza García, April 2012

* Translated Names