

# EB

# Eric Betancourt II

## EDUCATION

### Boston University

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

ricoricorpg..com/about

## SKILLS

Bilingual English/Spanish

- In-Engine Game Development
- C++ Programming
- Prototyping
- Narrative Design
- Creative Writing
- Story Structure
- Worldbuilding
- Copy Editing
- Twine
- Discord
- Community Management
- Live Streaming
- DEI Consultation
- Localization
- 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 craft opportunities for unforgettable player experiences in tabletop gaming and beyond.

## EXPERIENCE

Oct 2024-Present

### Sweet Baby Inc.

#### Writer, DEI Consultant

- Contributed dialogue, barks, and worldbuilding to TBA AAA title

Feb 2024-Present

### Soul Masters TCG

#### Game Designer, Producer, 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.
- Implemented and enforced community best practices on Discord and in player spaces.

March 2021-Present

### Counterspell Culture / RicoRicoRPG

#### Game Design Consultant, Editor, Dungeon Master

- 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
  - Designed and rigorously playtested custom TTRPG adventures, player characters, and homebrew worlds, delivering compelling and balanced gameplay experiences tailored to diverse player groups
  - Delivered expert presentations at high-profile events including MagicCon and SXSW, sharing insights on game design, community building, and cultural representation in the gaming industry
  - Successfully established and grew an engaged online community of thousands of patrons, fostering a vibrant, inclusive space through strategic content and communication initiatives
- Previous clients include: Wizards of the Coast(Dungeons & Dragons), Gala Games, Fantasy Flight Games(Arkhm Horror, Unfathomable), Soul Masters TCG, and various others.

Feb 2022-Dec 2023

### Gala Games,

#### Tabletop Game Designer

- Developed tabletop game experience based on various IPs including The Walking Dead, Battlestar Galactica, and Trolls.
- Managed and facilitated live event spaces for promotion of tabletop game releases that accompanied our games.