

Ian Stolte | Gameplay Programmer

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Technical Skills

- **Languages:** C++, C#, Java, Python, web development with HTML, CSS, JavaScript, and SQL
- **Game Engines:** 4+ years of Unity expertise, proficiency with Unreal Engine 5
- **Version Control:** GitHub, Perforce (used both with Unity & Unreal)

Creative Skills

- **Digital Art:** 2D character art, UI design, 3D modeling & animation, VFX & shader programming
- **Audio:** Music composition and dynamic audio programming in Unity

Game Projects

Mantle — Software Engineer (Unity)

Aug. 2024 - May 2025

- Worked as 1 of only 3 programmers on this thesis project, creating gameplay features for a team of 27
- Took a leadership role, implementing work from all other departments and helping to set coding and design standards for the project

BLUE — Gameplay Programmer (UE5)

Aug. 2025 - Present

- Developed clear and maintainable design docs, technical specifications, and roadmaps for a team of 30+
- Wrote C++ code in Unreal Engine to create a physics-based spaceship building system

Version: Zero — Director (Unity)

March 2025 - Present

- Spent 6 months developing a full-length sci-fi roguelike for release on Steam, recruiting & directing a small team, organizing task management, and marketing the game to players via Discord and in-person events
- Wrote all the code for this project, including an innovative modular ability creation system

Education

University of Southern California

Expected Grad: May 2028

Bachelor of Computer Science (Games)

Lakeside High School

Class of 2024

4.0 GPA, National Merit Scholar Finalist

- Led a three-person team through a semester-long game industry simulation, building a polished LAN multiplayer game
- Took 3 years of computer science, completing every CS course offered

Work Experience

Lakeside Investigate Learning Camp — Counselor

Summer 2024

- Taught classes to 5th-8th graders, managed rooms of 20 students, supported struggling students during class
- Improved efficiency of cleaning, setup, and check-out procedures by designing and leading new systems

Mathnasium — Instructor

Aug. 2022 - Feb. 2023

- Tutored 2nd-12th graders in math, providing one-on-one explanations and personalized feedback
- Collaborated with a team of instructors to manage rooms of 16 kids and keep students engaged