Ian Stolte | Gameplay Programmer

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TECHNICAL SKILLS

- Java, Python, C++, web development with HTML, CSS, JavaScript, and SQL
- 4+ years of Unity/C# experience, proficiency with Unreal Engine
- Version control — GitHub, Perforce

EDUCATION

University of Southern California   *Class of 2028*

Bachelor of Computer Science (Games)

- Worked as 1 of 3 engineers on a graduate thesis project, programming gameplay features for a team of 30+
- Designing and implementing ship-building systems for an ambitious space-engineering capstone game

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

DigiPen Institute of Technology   *Summer 2023*

4.0 GPA

- Learned narrative, design, and programming skills through 4 weeks of intensive courses

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
- Organized and connected with cohorts of 200 kids during recesses and breaks, directed activities every morning
- Improved efficiency of cleaning, setup, and check-out procedures by designing new systems and leading other counselors

Mathnasium — Instructor   *August 2022 - February 2023*

- Tutored 1st-12th graders in math, providing one-on-one explanations and personalized feedback
- Collaborated with a team of instructors to manage rooms of 16 kids, grade pages, and keep students engaged

ACTIVITIES

Independent Game Development   *2021 - Present*

- Released 7 games on *itch.io* and prototyped numerous projects to explore new gameplay mechanics and ideas
- Spent 6 months developing a full-length sci-fi roguelike for release on Steam, recruiting & directing a small team, organizing efficient task management, and marketing the game to players via Discord and in-person events

Digital Art   *2021 - Present*

- Developed proficiency with 3D modeling & animation, VFX & shader programming, and 2D character art
- Practiced near-daily with character design and figure drawing exercises, developing comprehensive reference sheets for multiple original characters

Music Composition   *2020 - Present*

- Composed digital pieces with MuseScore and Cubase, drawing on 12+ years of piano experience