

# Ian Stolte | Gameplay Programmer

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## TECHNICAL SKILLS

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- 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

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### 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 27
- 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

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### 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

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### 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