

# Ian Rapoport

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Portfolio: [IanRapoport.com](http://IanRapoport.com)

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## Skills

- C#, Java
- Ruby on Rails
- C++, C
- Unity
- HTML/CSS
- Unreal Engine
- Team Leadership
- JavaScript
- Creative Writing

## Work Experience

### Full Stack Engineering Intern | Mavenlink | July 2018 – August 2018

- Worked on Mavenlink's support and loyalty team
- Fixed bugs and made client requested features for business management app
- Pair programmed using Ruby on Rails, HTML/CSS, SQL and JavaScript with CoffeeScript
- Participated in daily breakdown and task planning meetings with my team

### Project Lead | UCSC Game Design and Art Collaboration | October 2017 – August 2017

- Project Lead for UCSC Clubs Video Game Project with 20 person team
- Assisted with programming, writing and design, overseeing and outlining tasks and leading meetings

### Programmer | Team Nahualito | February 2018 – June 2018

- Assisting on senior capstone game project for UCSC Game Development program
- Gameplay programming for 3D adventure game using Unity and C#
- Participating in Scrum and meeting to maintain communication across of team of over 18 developers

### Undergrad Researcher / Game Writer | UCSC Expressive Intelligence Studio | March 2017 – June 2017

- Worked on UCSC graduate student video game currently called "The Climate Change Game"
- Writing passages for narrative game using experimental procedural story generator software
- Collaborate with other writers to coordinate writing passages with multiple authors

## Projects

### Juanito El Nahualito | February 2018 – June 2018

- 3D narrative puzzle game made using Unity with C#
- Puzzles about guiding animals with a story about exploring Mexican identity
- Programmer on UCSC senior capstone project

### Bottom Gun | October 2016 – August 2017

- 2D bullet hell shooter made in Unity with C#
- Project Lead for group project with UCSC Game Design and Art Collaboration club
- Combines bullet hell gameplay with a relationship based progression mechanic

## Education

### BA Computer Science: Game Design | University of California, Santa Cruz | Fall 2015 – Spring 2019

- GPA: 3.86
- Currently working on year long video game project for my senior capstone project
- Taking courses such as Game AI, Procedural Design, Computer Graphics and Programming in C++
- Member of Diversity in Games club, Game Design and Art Collaboration club
- Studied abroad in Tokyo, Japan for Fall of my Junior year