

Ian Rapoport

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Projects / Experience

MultiVersus | Game Designer | 2019 – Ongoing

Competitive team-focused platformer fighter featuring iconic Warner Brothers characters

- Owned design for fighters, emphasizing clarity, authenticity, novelty, cooperative play and engaging loops
- **Lead designer** for **Garnet** from Steven Universe, **Taz** from Looney Tunes and upcoming fighters
- Substantial contributions for **Arya** from Game of Thrones and **Rick** from Rick and Morty
- Create **pitch documents** of fighter kits to establish design direction and seek feedback from teammates
- **Lead designer** for **Free For All** game mode, including mechanics like shrinking arenas and dynamic score scaling
- **Collaborated daily with animators** on how best to implement authentic animations in game
- Wrote and debugged character mechanics through **Unreal blueprints for server based online** and local play
- Assisted with bug fixes on all fighters in the game's cast
- Implemented frame data on fighter attack animations, including hit frames, combo branching windows, etc.
- Owned the creation of fighter movelists to assist with internal testing and provide a guideline for players
- Interviewed solo in press events about the game running up to its initial public playtest
- Participated in daily playtests to gain and provide constructive criticism
- Tracked and communicated progress on fixing bugs with QA through Jira
- Maintained source control on project through Perforce Helix

Squish | Design Lead, Gameplay Programmer | 2018 – 2019

Competitive puzzle-platformer game where players navigate and move blocks to crush opponents

- Now a full release on **Steam** and the **Nintendo Switch**
- Represented UCSC as **top 5 finalist in E3 2019 College Game Competition** (over 400 competitors)
- Winner of **Capstone Production Award** at UCSC Games Showcase 2019. Honorable mentions for **Grand Prize**, **Peer Choice** and **Visual Art** awards.
- Lead design meetings to campaign for ideas that introduce gameplay emergence and are within scope
- Practice source control using GitHub with pull request review
- Scripted block pushing and movement, dynamic camera, compacting walls and more
- Developed multiple paper and digital prototypes to gain feedback on design quickly
- Created pitch presentation with short narrative/ trailer for recruiting other students to my team

Full Stack Engineering Intern | Mavenlink | 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

Grader | UCSC Game Systems | 2018

- Reviewed projects based on understanding of systems fundamentals such as loops and resource flow

Writing Tutor | UCSC | 2016 - 2018

- Guided sessions to outline students errors such that students could take initiative in the future

Bottom Gun | Lead Designer, Programmer | 2016 – 2017

2D bullet hell shooter with dating sim/time management progression system

- Created pitch presentation to be chosen as one of two yearly projects for UCSC game club
- Project Lead with 20 person team
- Assigned enemy layouts and wrote dialogue for cutscenes
- Scripted enemy AI and movement, shield and laser beam power ups and more

Skills

Unreal
Unreal Blueprints
C#

Unity
Paper Prototyping
Pitch Documents

Perforce Helix
Jira
C++*

* Beginner Level Proficiency

Education

BS Computer Science and Game Design | University of California, Santa Cruz | Phi Beta Kappa | Graduated June 2019

- Graduated with induction to **Phi Beta Kappa** and with **Highest Honors**
- Participated in clubs such as Diversity in Games and Game Design and Art Collaboration
- Studied abroad in Tokyo, Japan for Fall of my Junior year