Ian Modak-Rapoport

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Projects / Experience

MultiVersus | Game Designer | 2019 – 2025

Competitive team-focused platformer fighter featuring iconic Warner Brothers characters

- Currently assisting on **unannounced project**
- **Lead designer** for from DC, **Samurai Jack**, **Agent Smith** from The Matrix, **Marvin the Martian** and **Taz** and from Looney Tunes, **Garnet** from Steven Universe, and unreleased fighters
- Substantial contributions for **Arya** from Game of Thrones and **Rick** from Rick and Morty
- Scripted fighter mechanics and Perk and Gem abilities in **Unreal Engine Blueprints**
- Owned design for fighters, emphasizing clarity, authenticity, novelty, cooperative play and engaging loops
- Create **pitch documents** of fighter kits to establish design direction and seek feedback
- **Led redesign** of **Perk System** for MultiVersus relaunch
- **Collaboraborated daily with animators** on how best to implement authentic animations
- Participated in daily playtests to gain and provide constructive criticism
- **Interviewed in press events** about the game
- 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
- 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 systems fundamentals like loops and resource flow

Writing Tutor | UCSC | 2016 - 2018
- Guided sessions to outline students errors such that they 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	Unity	Perforce Helix
Unreal Blueprints	Paper Prototyping	Jira
C#	Pitch Documents	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