

Ian Rapoport

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Skills

- | | | |
|-------------------|-----------------|-------------------|
| ■ C#, Java | ■ Ruby on Rails | ■ SQL |
| ■ Unity | ■ HTML/CSS | ■ C++, C |
| ■ Team Leadership | ■ JavaScript | ■ Unreal Engine * |

* Beginner Level Proficiency

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 2016 – 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 in UCSC Game Design and Art Collaboration club
- Combines bullet hell gameplay with a relationship based progression mechanic

Education

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

- GPA: 3.86
- Currently prototyping core mechanics for my senior capstone video game project
- Course Work: 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