

# Ian Rapoport

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## Experience

### Grader | UCSC Game Systems | Fall 2018

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

### Full Stack Engineering Intern | Mavenlink | Summer 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

### Writing Tutor | UCSC | Fall 2016 - Winter 2018

- Worked with struggling students to help them build confidence in their writing
- Guided sessions to outline students errors such that students could take initiative in the future

## Projects

### Squish | Design Lead, Gameplay Programmer | Fall 2018– Ongoing

- Competitive puzzle-platformer game where players navigate and move blocks to crush opponents
- Representing UCSC at E3 as top 5 finalist in 2019 College Game Competition (over 400 competitors)
- Lead design meetings to campaign for ideas that introduce 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

### Juanito El Nahualito | Programmer | Winter 2018 – Summer 2018

- 3D adventure game that follows a young Mexican boy as he discovers his heritage
- Assisted on senior capstone game project as a junior for UCSC Game Development program
- Scripted medicine crate movement and pulley system on game's first level
- Participated in Scrum and meetings to maintain communication across team of over 18 developers

### Bottom Gun | Lead Designer, Programmer | Fall 2016 – Summer 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

C++  
C#  
Unity

Paper Prototyping  
Blender\*  
Unreal\*

JavaScript  
Ruby on Rails  
Python

\* Beginner Level Proficiency

## Education

### BS Computer Science and Game Design | University of California, Santa Cruz | Graduating June 2019

- Studied abroad in Tokyo, Japan for Fall of my Junior year