

Ian Rapoport

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LinkedIn: <https://www.linkedin.com/in/ian-raoport-547651123/>

GitHub: <https://github.com/IanGRap>

Portfolio: IanRapoport.com

Skills

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

Work Experience

Full Stack Engineering Intern | Mavenlink September 2016 - Present

- 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 and organizing group 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 other meeting to maintain communication across of team of 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 | Group Project 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 senior capstone project

Bottom Gun | Group Project 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: 3.82
- Member of Diversity in Games club, Game Design and Art Collaboration club
- Taking courses such as Advanced Programming in C++ and Computer Graphics
- Studied abroad in Tokyo, Japan for the Fall of my Junior year

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