Ian Rapoport

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Skills

- C++, C
- C#, Java
- Unity

- Unreal Engine *
- Team Leadership
- Ruby on Rails

- JavaScript
- SQL
- HTML/CSS

* 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, overviewing 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

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
- Programmed enemy player tracking AI, bosses and power ups like slow time

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
- Programmed collision checking and pulling mechanic for medical crate for first level

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: Advanced Programming in C++, Game AI, Computer Graphics and Procedural Design
- Member of Diversity in Games club, Game Design and Art Collaboration club
- Studied abroad in Tokyo, Japan for Fall of my Junior year