

# Ian Rapoport

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## Projects / Experience

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

**Competitive puzzle-platformer game where players navigate and move blocks to crush opponents**

- 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

### **Juanito El Nahualito** | Programmer | 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

### **Grader** | UCSC Game Systems | 2018

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

### **Writing Tutor** | UCSC | 2016 - 2018

- Guided sessions to outline students errors such that students 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

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 | 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