

Ian Rapoport

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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

Design Lead / Programmer | Squish, Sit on it Games | September 2018 – Present

- ❑ Senior project *Squish* representing UCSC as a top 5 finalist in E3 2019 College Game Competition
- ❑ Lead design meetings to campaign for ideas that introduce emergence and within scope
- ❑ 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
- ❑ Puzzle-platformer gameplay where players navigate and move blocks to crush opponents

Programmer | Juanito El Nahualito, Team Nahualito | February 2018 – June 2018

- ❑ Assisted on senior capstone game project as a junior for UCSC Game Development program
- ❑ Gameplay programmer for 3D adventure game using Unity and C#
- ❑ Participated in Scrum and meetings to maintain communication across of team of over 18 developers

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 design, narrative and programming, overviewing and outlining tasks, leading meetings

Projects

Squish | October 2018 – Ongoing

- ❑ Top 5 finalist in E3 2019 College Game Competition
- ❑ Competitive puzzle platformer made in Unity with C#
- ❑ Source control using github with pull request review
- ❑ Scripted block pushing and movement, dynamic camera, compacting walls and more

Juanito El Nahualito | February 2018 – June 2018

- ❑ Narrative focused 3D adventure game made in Unity with C#
- ❑ Follows a young mexican boy as he discovers his heritage
- ❑ Scripted medicine crate movement and pulley system on game's first level

Skills

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|---------|---------------------|-----------------|
| ❑ C# | ❑ Blender* | ❑ JavaScript |
| ❑ C++ | ❑ Unreal* | ❑ Ruby on Rails |
| ❑ Unity | ❑ Paper Prototyping | ❑ Python |

* Beginner Level Proficiency

Education

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

- ❑ GPA: 3.88
- ❑ Course Work: Game Systems, Generative Design, Digital Audio, Game Graphics and Game AI
- ❑ Developed multiple video game projects in rapid development environments
- ❑ Studied abroad in Tokyo, Japan for Fall of my Junior year