

# 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 | UCSC | September 2018 – Present

- ❑ Capstone project *Squish* selected (25 selected out of 170 seniors) for team development
- ❑ Lead design meetings to campaign for ideas that introduce emergence and are scopable
- ❑ 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

### 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

### Programmer | 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

## Projects

### Bottom Gun | October 2016 – August 2017

- ❑ 2D bullet hell shooter/dating sim made in Unity with C#
- ❑ Project Lead for group in UCSC Game Design and Art Collaboration club
- ❑ Assigned enemy layouts for levels and scripted enemy attacks and behaviours

### Jejune | April 2017 – June 2017

- ❑ 2D narrative puzzle game made for the web with JavaScript
- ❑ Pitched grid based puzzle system for social conflict and UI for character traits

## Skills

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

\* Beginner Level Proficiency

## Education

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

- ❑ GPA: 3.87
- ❑ Course Work: Game Systems, Generative Design, Digital Audio and Game AI
- ❑ Developed multiple video game projects in rapid development environments
- ❑ Studied abroad in Tokyo, Japan for Fall of my Junior year