

# Rawlin Stone

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## WORK EXPERIENCE:

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### Stormbreach

March 2022 - Present

*Part Time - Systems Developer*

*Remote, California*

- Created a functional prototype for an open world MMORPG in Unreal Engine.
- Created and developed character movement, abilities, and interactions.
- Developed UI/UX and programmed game mechanic scripts in C++.

### McDonald's

January 2014 - July 2018

*Part Time - Crew Member*

*San Bernardino, California*

- Earned experience with handling money, taking food orders and assembling food for customers.

## EDUCATION:

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### University of California, Irvine

August 2018 - June 2021

*Bachelor of Science (B.S.) - Computer Game Science*

*Irvine, California*

- Graduated with a 3.678/4.0 GPA.
- Learned prototyping and wire framing (Sketch & Figma) for UI/UX design.
- Developed a capstone project in Unity game engine and also utilized Photoshop, Blender and Git.
- Programming classes primarily focused using Python, C++, and C#.

### San Bernardino Valley College

February 2013 - May 2018

*Associate's Degree - Liberal Arts*

*San Bernardino, California*

- Earned Associate's degrees in Physics, Mathematics and Liberal Arts before transferring to UCI.

## SKILLS & INTERESTS:

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- **Programming Skills:** Angular.js, C#, C++, CSS, HTML, Ionic, Java, Javascript, JSON, Node.js, Python, TypeScript, SQL, XML.
- **Software Skills:** Adobe Photoshop, AutoCAD, Blender, Figma, G Suite, Git, Linux, Maya, MS Office (Word, PowerPoint, Excel), R, Sketch, Unity, Unreal Engine, Visual Studio, VirtualBox, Windows.
- **Interests:** video games, traveling, organization, art, reading, listening to music, learning new skills with a big curiosity and ambition towards hobbies and projects.