Rawlin D. Stone

☐ 909-283-0969 • ☑ rdstone@uci.edu • ❸ rawlinstone.github.io

EDUCATION

University of California, Irvine Bachelor of Science in Computer Science

August 2018 - June 2021

San Bernardino Valley College Associate's Degree - Physics, Mathematics, and Liberal Arts

February 2013 - May 2018

EXPERIENCE

Substitute Teacher: Akron Public Schools

August 2024 - June 2025

- o Incorporated digital tools and learning management systems, such as Canvas, Zoom, and Blackboard for lesson plans and to manage student assignments.
- Helped students meet or exceed academic standards through well-planned and tailored learning experiences.
 Followed the instructor's lesson plans to create a cohesive and consistent learning experience for students. Provided in-class and at-home assignments from the lesson plan.
- o Supervised students, K-12, in and out of the classroom, including on the playground, in the cafeteria, and in the halls. Made sure to be properly prepared by reviewing the school's emergency protocols, such as evacuation routes and safety drills.

Delivery Driver: Model Logistics Amazon DSP

March 2024 - August 2024

o Responsible for the timely and accurate delivery of Amazon packages to customers' doorsteps, ensuring exceptional service and adherence to delivery schedules while focusing on safety and efficiency.

Junior Programmer: FarSight Studios

September 2022 - January 2023

- o Collaborated with a small team to develop a basketball game, called *SimWin*. The target customers were adults who enjoyed fantasy sports and gambling.
- o Implemented a diverse range of character customization features in Unreal Engine 5 using C++ and UMG UI, enabling players to personalize characters' clothing, skin color, height, tattoos, and accessories.
- o Supported integrating multiplayer functionality by receiving hands-on training in networked game development within Unreal Engine.
- o Refined and debugged game mechanics to improve stability and enhance the player experience.

Crew Member: McDonald's

January 2014 - August 2018

o Helped customers in the drive-thru and in-store with orders. Operated a cash register, prepared food, and prepared specialty drinks. Maintained a clean store and organized stock.

TECHNICAL SKILLS

- o **Programming Languages:** C, C++, Java, JavaScript, Python, HTML, CSS, R.
- o Frameworks & Tools: Unreal Engine 5, Unity, Perforce (P4V), GitHub, JSON
- o Software: Adobe Photoshop, AutoCAD, Blender, Maya, G Suite, Visual Studip
- Other Technical Skills: PC Building, Hardware & Software TroubleshootingStudio , Component Compatibility Testing, System Maintenance