Rawlin Stone

rawuci@gmail.com | 909-283-0969 | Redlands, California | https://rawlinstone.github.io/

WORK EXPERIENCE

PrepNow   **August 2022 – June 2023**
Math Tutor   *Remote*
- Tutored high school and college level students in mathematics.

FarSight Studios   **September 2022 - January 2023**
Junior Programmer   *Remote*
- Used Unreal Engine 5 to create a multiplayer basketball video game with a variety of character customization utilizing UMG UI.
- Utilized UE5, C++ and Perforce.

Stormbreach   **March 2022 – September 2022**
Systems Developer   *Remote*
- Created a functional prototype for an open world MMORPG in Unreal Engine.

EDUCATION

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.
- Strong background in programming primarily focused on Python, C++, and C#.
- Designed a capstone video game project using the Unity game engine.

San Bernardino Valley College   **February 2013 - May 2018**
Associate's Degree - Liberal Arts   *San Bernardino, California*
- Earned an Associate's degree in Physics, Mathematics and Liberal Arts.
- Completed an IGETC in order to transfer to a university.

SKILLS & INTERESTS

- **Programming Languages:** C#, C++, CSS, HTML, Java, Javascript, Python
- **Software Skills:** Adobe Photoshop, AutoCAD, Blender, G Suite, GitHub, JSON, Maya, Microsoft Office, P4V, Perforce, R, Unity, Unreal Engine, Visual Studio.
- **Hardware Skills:** Equipment repair, tech support, troubleshooting, cable management.
- **Interests:** video games, music composition, traveling, organization, art, reading, listening to music.