Rawlin Stone

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WORK EXPERIENCE:

Stormbreach   **March 2022 - Present**

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 for the prototype and programmed game mechanic scripts in C++.

McDonald's   **January 2014 - July 2018**

Crew Member   *San Bernardino, California*

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

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.
- 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 GitHub.
- Programming classes primarily focused on 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.

SKILLS & INTERESTS:

- **Programming Languages:** C#, C++, CSS, HTML, Java, Javascript, JSON, Python, SQL, XML.
- **Software Skills:** Adobe Photoshop, AutoCAD, Blender, Figma, G Suite, GitHub, Linux, Maya, MS Office (Word, PowerPoint, Excel), O-Calc, PaintdotNet, R, Sketch, SPIDAcalc, Unity, Unreal Engine, Visual Studio, VirtualBox, Windows.
- **Hardware Skills:** Equipment repair, Tech support, Troubleshooting, Cables, Hard Drives, Printers, Routers, Workstations, Network Configuration.
- **Interests:** video games, music composition, traveling, organization, art, reading, listening to music, willing to learn new skills with a big curiosity and ambition towards hobbies and projects.