

Rawlin David Stone

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EXPERIENCE

Junior Programmer: FarSight Studios

September 2022 - January 2023

- 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.

Systems Developer: Stormbreach

March 2022 - September 2022

- Created a functional prototype for an open world MMORPG in Unreal Engine.

Math Tutor: PrepNow

August 2022 - June 2023

- Tutored high school and college level students in mathematics

EDUCATION

University of California, Irvine

Bachelor of Science in Computer Science

August 2018 - June 2021

- 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

Associate's Degree - Physics, Mathematics, and Liberal Arts

February 2013 - May 2018

- Completed an IGETC in order to transfer to a four-year university.

TECHNICAL SKILLS

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