

# Rawlin Stone

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## WORK EXPERIENCE:

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<b>Stormbreach</b> <i>Systems Developer</i>	<b>March 2022 - Present</b> <i>Remote, California</i>
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- 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++.

<b>McDonald's</b> <i>Crew Member</i>	<b>January 2014 - July 2018</b> <i>San Bernardino, California</i>
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- Earned experience with handling money, taking food orders and assembling food for customers.

## EDUCATION:

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<b>University of California, Irvine</b> <i>Bachelor of Science (B.S.) - Computer Game Science</i>	<b>August 2018 - June 2021</b> <i>Irvine, California</i>
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- 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#.

<b>San Bernardino Valley College</b> <i>Associate's Degree - Liberal Arts</i>	<b>February 2013 - May 2018</b> <i>San Bernardino, California</i>
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- Earned Associate's degrees in Physics, Mathematics and Liberal Arts.

## SKILLS & INTERESTS:

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- **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, SPIDAcac, Unity, Unreal Engine, Visual Studio, VirtualBox, Windows.
- **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.