

# ROBERT RAPPOPORT

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Persuasive | Compassionate | Determined | Team Player | Flexible

## TECHNICAL SKILLS

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Maya | Lua | Visual Scripting | C++ | C# | JS | Python | Microsoft Suite | Data Analysis | Adobe CC Suite | Perforce | JIRA

## PROFESSIONAL EXPERIENCE

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### Encounter Designer – *Santa Monica Studios*

2019- Present

- Executed combat encounters and narrative pacing from ideation to final implementation of God of War Ragnarök
- Outlined and guided level design and combat necessities for end game challenge content
- Implemented challenge content and complex arena design from ideation to final implementation
- Worked with level owners on all aspects of narrative-focused zones to create impactful creature moments
- Worked with stakeholders towards solutions in programatically novel level formats on accelerated deadline
- Collaborated with senior combat design stakeholders on development of new enemy family and boss AI
- Drove encounter system development, execution, and design in unique encounter format for unannounced project
- Worked with senior level team-members to provide excellent gameplay within scope and deadlines
- Mentored other team-members in encounters development and provided value-added as ambassador to discipline

### Systems Designer – *OTG Management*

2014 – 2019

- Led the design of deliverables, project goals, and milestones for restaurant-localized games containing 8+ casino-style games
- Outlined flow of user engagement for optimal session-length
- Managed prize funding and delivery for a system with 800K+ active users
- Constructed currency systems and maintained mathematically balanced exchange rate
- Calculated player reward systems for both moment to moment gameplay and lasting post-game engagement
- Developed interstitial “free lunch” mini-game system using user data-driven analysis

### Systems Designer – *Artistory*

2019

- Led the design of deliverables, project goals, and milestones on the design perspective for Artistory system
- Designed economic systems and player progression systems
- Constructed currency systems and maintained a weighted exchange rate for session lengths
- Utilized a massive database of related data to generate weighted calculations for primary game mechanics

### Narrative Designer/Systems Designer – *Kyy Games*

2019

- Wrote and developed narrative content for mobile SaaS RPG on an accelerated schedule
- Created narrative scenarios, story bible, and companion quests for full character cast
- Worked with stakeholders to create multiple RPG enemy cast member families
- Developed RPG player investment system, level-ups, retention systems, companion rewards... etc

## EDUCATION

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Master of Fine Arts, Game Design – New York University, Game Center

2016 – 2018

Bachelor of Arts, Film and Performing Arts – Sarah Lawrence College

2010 – 2014

## NOTABLE CREDITS

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God of War: Ragnarök

(Encounter Designer)

GameAir Suite

(Systems Designer)

Artistory

(Systems Designer)

Susurrus: Season of Tides

(Quest Designer)