

ROBERT RAPPOPORT

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Arena Design | Level Signposting | Narrative/Combat Moments | Independent

TECHNICAL SKILLS

Unity Developer | Lua | Visual Script | C# | JS | Python | Object-Oriented Programming | SQL | Microsoft Suite | Data Analysis | UI/UX | Adobe CC Suite | Perforce | JIRA

PROFESSIONAL EXPERIENCE

Encounter Designer – *Santa Monica Studios*

2019- Present

- Executed combat encounters and narrative pacing from ideation to final implementation
- 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 heavily narrative-focused zones to create narratively-driven encounters
- Assisted stakeholders on puzzle/trap implementation in heavily complex level structures

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

Quest and Activity Designer - *Evil Overlord Games*

2017

- Developed quest content for MMORPG: *Susurrus: Season of Tides*
- Designed/implemented PvP and PvE "raid" activities within narrative MMORPG system
- Designed combat encounters between various factions and provided suggested loot tables
- Designed two factions within game world and designed/implemented Player Investment systems

Narrative Designer/Writer – *Kyy Games*

2019

- Wrote and developed narrative content for narrative live-service RPG
- Created narrative scenarios, story bible, and companion quests for 8+ major characters
- Worked with artists and designers to create synergy between story and gameplay

EDUCATION

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

God of War: Ragnarok

(Encounter Designer)

GameAir Suite

(Systems Designer)

Artistory

(Systems Designer)

Susurrus: Season of Tides

(Quest Designer)