

# ROBERT RAPPOPORT

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## Telling Stories Through Combat

### TECHNICAL SKILLS

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Maya | Adobe CC Suite | Unreal 5 | Lua | C++ | C# | Python | Perforce | JIRA | Confluence

### PROFESSIONAL EXPERIENCE

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#### Lead Encounter Designer - *Archetype Entertainment*

2024-Present

- Shepherded and led the combat encounter landscape for Exodus
- Managed teams of level, RPG, and enemy designers with their respective leads in the iteration of combat spaces
- Collaborated with art and animation on execution of quality for spawn, reinforcement, and combat positioning moves and logic
- Developed scripting API and methodologies for encounter system within Unreal of the following
  - Enemy spawners and reinforcement spawn tools
  - Cover systems and destructible environment
  - Combat gameplay objects
  - Robust and interconnected encounter tools
  - Coherent and clear combat and encounters API
- Mentored junior to senior team-members in combat and encounter design techniques and best practices
- Documented new encounter systems within Confluence and retained consistent technical and design feedback loop
- Maintained combat encounter guidelines across multiple different co-development studios
- Worked closely with narrative teams to ensure that combat provided excellent ludonarrative consonance for the player

#### Encounter Designer - *Santa Monica Studio*

2019-2024

- Executed combat encounters and cinematic-to-gameplay moments from ideation to ship for God of War Ragnarök and Valhalla DLC
- Outlined, built, and maintained combat spaces and enemy positioning for early, mid, and end-game content
- Implemented high-skilled challenge content for Muspelheim and Niflheim arenas
- Developed with stakeholders unique combat and environment scenarios that required unique Encounter API solutions
- Collaborated with senior combat design stakeholders on development of Greek enemies and Týr boss AI
- Key stakeholder for encounter systems development and execution for God of War Ragnarök: Valhalla
- Built, maintained and iterated on 90+ encounters during a short DLC development cycle
- Documented new encounter tracking system for new techniques and approaches, still used today

#### Systems Designer - *OTG Management*

2014-2019

- Led the design of deliverables, project goals, and milestones for restaurant-localized multiplayer games service
- Outlined flow of user engagement and optimal session-length
- Managed prize funding and community management for an 800K+ active user-base
- Constructed currencies, exchange rates, and engaging exchange ratios for players
- Developed multiple interstitial mini-game systems utilizing data-driven analysis

### 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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Exodus

God of War Ragnarök

God of War Ragnarök: Valhalla

GameAir Suite