

# ROBERT RAPPOPORT

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Principal Gameplay Designer

## CORE SKILLS

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Unreal 5 | Blueprint | C++ | C# | Maya | JIRA | Adobe CC Suite | Confluence Documentation  
AI Systems Design | EQS | Encounter Design | Combat Pipeline | Gameplay Pacing | Cinematic Combat

## NOTABLE CREDITS

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Exodus | Exodus Tabletop RPG | God of War Ragnarök | God of War Ragnarök: Valhalla

## PROFESSIONAL EXPERIENCE

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### Lead Encounter Designer - *Archetype Entertainment* 2024-Present

- Led combat encounter gameplay for Exodus, defining combat pace and encounter structure across the game
- Drove development of custom encounter systems and scripting frameworks within Unreal for enemy spawning, reinforcement logic, and core combat gameplay systems
- Defined combat readability, telegraphing, and player feedback standards in collaboration with animation and engineering
- Tuned difficulty, 3Cs iteration, particularly camera and control setup, and overall player kit rollout to support mastery and RPG progression
- Partnered with cross-disciplinary team-members to deliver a cohesive, responsive combat experience that fit both narrative and gameplay scope
- Documented and maintained encounter, combat, and AI systems within Confluence and retained a consistent technical and design feedback loop
- Mentored designers across level, combat, and systems design, improving team-wide encounter quality and iteration pipeline
- Maintained combat design standards across multiple co-development studios

### Encounter Designer - *Santa Monica Studio* 2019-2024

- Executed combat encounters and cinematic-to-gameplay transitions from ideation to ship for God of War Ragnarök and Valhalla DLC
- Built, maintained and iterated on 90+ encounters during a short DLC development cycle for Valhalla
- Tuned enemy behaviors, combat spaces, and player pressure to create dynamic, skill-driven encounters across all difficulties and player styles
- Partnered as key-stakeholder for boss development, participating in animation pipeline, enemy tuning, and shippable quality presentation
- Implemented high-skill challenge content for optional environments
- Collaborated with level, animation, and engineering teams to deliver polished, responsive combat scenarios
- Primary stakeholder for encounter systems development and execution for God of War Ragnarök: Valhalla
- Developed new encounter tracking system to aid studio-wide encounter quality and iteration

### Systems Designer - *OTG Management* 2014-2019

- Designed systemic gameplay loops, progression systems, and player-facing reward structures for multiplayer experiences supporting 800K+ users
- Built and tune in-game economies, currencies, and engagement systems using data-driven iteration

## 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