

ROBERT RAPPOPORT – GAME DESIGNER

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Attention to Detail | Collaborative | Independent Worker | Passionate Team-Member

PROFESSIONAL & TECHNICAL SKILLS

Unity Developer | C# | JS | Python | Object-Oriented Programming | SQL | Microsoft Excel | Data Analysis | A/B Testing | Adobe CC Suite | GitHub | JIRA | Puzzle Design | Quest & Reward Systems | Narrative Design | Existing IP Adherence

PROFESSIONAL EXPERIENCE

Design Consultant – Daroff Design, Inc. (Contract)

2019-Present

- Organized the timeline and milestone progression for Comcast Labs technology space project
- Collated interior design blueprints and team notes for executives and cross functional stakeholders
- Participated in on-site info-gathering sessions with executives and cross functional stakeholders
- Ensured project tone and consistency through mediation between Daroff Design and Comcast executives
- Kept active Asana project database updated

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
- Developed interstitial “free lunch” mini-game system using user data-driven analysis
- Boosted user engagement by 20% by conducting A/B testing and database queries based on KPIs
- Triageed daily bug reports and mitigated risk with QA, Design, Engineering, and Art
- Supervised off-site design teams for game development and integration into proprietary system
- Managed Live Ops for suite, including sales, updated prices, limited events, and customer feedback
- 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

Game Designer – Empty Throne Studios (Indie)

2018-2019

- Designed 3D competitive bullet-hell shooter: *Heavenly Bodies*
- Implemented 3D physics interactions through C# in Unity
- Created custom 3D camera scripting for level and character introductions
- Directed team of cross functional stake-holders both freelance and partner to complete milestones and project goals
- Constructed efficient object pooling system to allow for hundreds of bullet objects on screen
- Utilized timescale runtime properties to create exciting gameplay opportunities

Quest Designer – Evil Overlord Games (Contract)

2017

- Developed quest content for MMORPG: *Susurrus: Season of Tides*
- Designed combat encounters between various factions and provided suggested loot tables
- Designed two factions within game world and provided the following engagement methods for players
 - Companions and companion quests with lasting branched consequences
 - Invasion missions relating to the other competing factions within the game
 - Reward systems that allowed players to feel their growing influence
 - Daily missions to keep players engaged with faction mentality and theme

Game Designer – Xed Games (Indie)

2016

- Designed and implemented puzzles and narrative for Adventure Game: *I Don't Care About Your Cliché Scene Vampire Bullshit*
- Ensured artistic consistency between puzzles by working in tandem with art team and constant iteration
- Maintained consistent game feel by rapid prototyping and playtests
- Worked with art team to create thematic levels appropriate to the early 2010 aesthetic

Systems Designer – Empty Throne Studios (Indie)

2015

- Managed 5 person team on a strict 1-month project for an award-winning title in Ludum Dare (37/2000): *Three Bags Full*
- Crafted narratively based economic system to guide player through the emotional journey of a horror themed product
- Analyzed playtesting data to determine optimal scaling for item worth and impact

EDUCATION

Master of Fine Arts, Game Design – New York University, Game Center(GPA 3.75)

2016 – 2018

Bachelor of Arts, Film and Performing Arts –Sarah Lawrence College (GPA 3.8)

2010 – 2014