

ROBERT J RAPPOPORT – SYSTEMS DESIGNER

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

PROFESSIONAL & TECHNICAL SKILLS

Quest & Reward Systems | Combat Balance | Microsoft Excel | Encounter Design | Tabletop RPG Design | UI/UX | Unity Developer | C# | Adobe CC Suite | GitHub | JIRA

PROFESSIONAL EXPERIENCE

Systems Designer – *OTG Management*

2014 – Present

- Led the design of deliverables, project goals, and milestones for restaurant-localized games suite 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

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

Systems Designer – *Empty Throne Studios (Indie Project)*

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

CREDITS

GameAir Suite

(Systems Designer)

Three Bags Full

(Systems Designer)

Susurrus: Season of Tides

(Quest Designer)

Heavenly Bodies

(Game Designer)