ROBERT RAPPOPORT

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Telling Stories Through Combat

TECHNICAL SKILLS

Maya | Lua | Visual Scripting | C++ | C# | JS | Python | Microsoft Suite | Data Analysis | Adobe CC Suite | Perforce | JIRA

PROFESSIONAL EXPERIENCE

Encounter Designer – *Santa Monica Studio*   **2019- Present**

- Executed combat encounters and combat-to-gameplay moments ideation to final ship for God of War Ragnarök
- Outlined and guided level design and combat necessities for end game, high-skilled player content
- Implemented high-skilled player challenge content and complex arena design from ideation to final implementation
- Worked with stakeholders on combat related aspects of narrative-focused zones for creature related moments
- Worked with stakeholders towards solutions in a highly complex scripting scenario that required out of the box thinking
- Collaborated with senior combat design stakeholders on development of new Greek enemies and Týr boss AI
- Key stakeholder for encounter systems execution and design in unique Rogue-Lite format for God of War Ragnarök: Valhalla
- Helped to solve Rogue-Lite combat systems development hurdles for God of War Ragnarök: Valhalla
- Mentored other team-members in encounters development and acted as liaison of discipline to other teams
- Documented new encounter tracking system for new techniques and approaches moving forward

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

Technical 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

Narrative Designer – *Kyy Games*   **2019**

- Wrote and developed narrative content for agile team for a mobile SaaS RPG
- Created narrative scenarios, story bible, and companion quests for full character cast
- Worked with stakeholders to create multiple RPG enemy cast member families
- Developed RPG player investment system, level-ups, retention systems, companion rewards… etc

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 Ragnarök

God of War Ragnarök: Valhalla

Artistory

GameAir Suite