

Rawlin David Stone

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EXPERIENCE

Junior Programmer: FarSight Studios

September 2022 - January 2023

- Aided in the development of a cutting-edge multiplayer basketball video game using Unreal Engine 5.
- Implemented a diverse range of character customization features through UMG UI.
- Utilized C++ and Perforce for efficient and collaborative coding.

Math Tutor: PrepNow

August 2022 - June 2023

- Provided math tutoring to high school students, fostering an environment conducive to academic growth.

Systems Developer: Stormbreach

March 2022 - September 2022

- Engineered and delivered a functional prototype for an ambitious open-world MMORPG using Unreal Engine.

EDUCATION

University of California, Irvine

Bachelor of Science in Computer Science

August 2018 - June 2021

- Graduated with a 3.678/4.0 GPA, showcasing a commitment to academic excellence.
- Programming Languages: Proficient in Python, C++, and C.
- Capstone Project: Led the design and development of a captivating video game using the Unity game engine, demonstrating creativity and project management skills.

San Bernardino Valley College

Associate's Degree - Physics, Mathematics, and Liberal Arts

February 2013 - May 2018

- Completed an IGETC, facilitating a smooth transfer to a four-year university.

TECHNICAL SKILLS

Programming Languages: C, C++, CSS, HTML, Java, Javascript, Python.

Software Skills: Adobe Photoshop, AutoCAD, Blender, G Suite, GitHub, JSON, Maya, Microsoft Office, P4V, Perforce, R, Unity, Unreal Engine, Visual Studio

Hardware Skills: Equipment repair, Tech support, Cable management, PC Building, Hardware Troubleshooting, Component Compatibility Testing, System Maintenance.

Interests: Video games, Music composition, Traveling, Organization, Art, Reading, Listening to music, Currently learning Japanese through self-study on Duolingo.