

# Ian Stolte | Gameplay Programmer

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## Technical Skills

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- **Languages:** C++, C#, Java, Python, web development with HTML, CSS, JavaScript, and SQL
- **Game Engines:** Unity, Unreal Engine 5 (both C++ and Blueprints)
- **Version Control:** GitHub, Perforce (used both with Unity & Unreal)

## Creative Skills

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- **Digital Art:** 2D character art, UI design, 3D modeling & animation, VFX & shader programming
- **Audio:** Music composition, dynamic audio systems (Unity)

## Game Projects

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### Mantle — Gameplay Programmer (Unity) *Sept. 2024 - May 2025*

- Worked as 1 of 3 programmers on this thesis project, creating gameplay features for a team of 27
- Took a leadership role, implementing work from all other departments and helping to set coding and design standards for the project

### BLUE — Gameplay Programmer, Designer (UE5) *Aug. 2025 - Present*

- Developed clear and maintainable design docs, technical specifications, and roadmaps for a team of 30+
- Wrote C++ code in Unreal Engine to create a physics-based spaceship building system

### Version: Zero — Director (Unity) *March 2025 - Sept. 2025*

- Spent 6 months developing a full-length sci-fi roguelike for release on Steam, recruiting & directing a small team, organizing task management, and marketing the game to players via Discord and in-person events
- Wrote all code for this project, including a modular ability creation system

## Education

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### University of Southern California *Expected Grad: May 2028*

*Bachelor of Computer Science (Games), 3.98 GPA*

### Lakeside High School *Class of 2024*

*National Merit Scholar Finalist, 4.0 GPA*

- Led a three-person team through a semester-long game industry simulation, building a polished LAN multiplayer game
- Took 3 years of computer science, completing every CS course offered

## Work Experience

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### Lakeside Investigate Learning Camp — Counselor *Summer 2024*

- Taught classes to 5th-8th graders, managed rooms of 20 students, supported struggling students during class
- Improved efficiency of cleaning, setup, and check-out procedures by designing and leading new systems

### Mathnasium — Instructor *Aug. 2022 - Feb. 2023*

- Tutored 2nd-12th graders in math, providing one-on-one explanations and personalized feedback
- Collaborated with a team of instructors to manage rooms of 16 kids and keep students engaged