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REBECCA GREENE

OBJECTIVE

Seeking a co-op position in design and/or development using skills in C#, C++, Unity, Unreal Engine, Maya, and Adobe Suite. Available from May 2024 - August 2024.

EDUCATION

Rochester Institute of Technology, Rochester, NY

Expected MAY 2025

Bachelor of Science in Game Design and Development

GPA: 3.2

Related Coursework

- 2D Animation and Asset Production (Photoshop, Unity), 3D Animation and Asset Production (Maya, Substance Painter, Unreal Engine), Computational Creativity & Algorithmic Artwork (MATLAB), Data Structures and Algorithmic Games and Simulations I and II (C++, Visual Studio), Game Development & Algorithmic Problem Solving I and II (C#, Git, MonoGame, Visual Studio), Game Design and Development I and II, Interactive Media Development (Unity, Visual Studio), Introduction to Game Web Technology (CSS, HTML, JavaScript, Visual Studio)

SKILLS

- Programming Languages: C#, C++, HTML, CSS, JavaScript
- Software Tools: Adobe Suite (Photoshop, Illustrator, InDesign, Substance Painter), Git, Perforce, MATLAB, Maya, MonoGame, Unity, Unreal Engine, Visual Studio

WORK EXPERIENCE

Changeling

MAY 2023 - AUGUST 2023, Remote

Technical Artist

- Worked with a team of technical artists to continue development on a VR narrative mystery game
- Created new and edited existing assets within Unreal Engine 4 to improve visuals and optimize performance, including various special effects and lighting
- Upheld project standards by reviewing assets for optimization from other teams before importing into game
- Demonstrated problem-solving skills by troubleshooting numerous issues and bugs

Hing Wah II Chinese Restaurant

JUNE 2022 - AUGUST 2022, Bel Air, MD

Customer Associate

- Provided quality customer service by taking orders both in-person and by phone
- Worked with with a team to complete and manage food orders in a timely manner
- Managed cash and credit transactions with customers

PROJECTS

Hero Network

JANUARY 2023 - MAY 2023

Academic Project

- Collaborated in a team of five to create an analog strategy card game for semester project
- Designed various characters to be used for gameplay
- Created concept and final art for characters, card layout, and box art
- Developed rules and mechanics of game in a team setting
- Recorded documentation throughout project development

Fisticuffs

JANUARY 2022 - MAY 2022

Academic Project

- Collaborated in a team of five to create a 2D, two-player fighting game in MonoGame for semester project
- Created concept art for menu, rules, character selection, settings, and results screens using Photoshop
- Developed navigation throughout game menus using C# and Visual Studio
- Recorded documentation throughout project development