Rachel Wong

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EDUCATION:

Rochester Institute of Technology (RIT), Rochester, NY   Expected May 2022
Bachelor of Science, Game Design and Development   **GPA: 3.9**

SKILLS:

Programming Languages: C#, HTML, CSS, Java, JavaScript
Tools: Visual Studio 2019, Unity, Git, MonoGame, Photoshop, After Effects, Unreal Engine 4, Maya

PROJECTS:

(Full portfolio can be viewed at https://github.com/Rachel-W3/Featured-Projects)

Isles of Lost Children (Solo project)   February 2019 – May 2019
- Created a platformer game with Unity and C#
- Implemented open source code to create gameplay mechanics
- Used Photoshop to design assets and cutscene animations that have strong focuses on soft and calming themes

Gróv (Group project) - Programmer, Art/Interface Designer   February 2019 – May 2019
- Created a shoot-em-up game in a team of four using MonoGame
- Implemented player weapon functionality and collision detection between objects
- Designed visual assets and the UI with Photoshop to create a simple, yet enchanting atmosphere in the game

The Legend of Link: Rupee Hunter (Solo project)   May 2018 – June 2018
- Created a snake-like game with HTML, JavaScript, and CSS
- Designed the UI of the home page and game page by sketching clear and simple wireframes
- Implemented *Snake* movement and collection mechanics into the core gameplay

WORK EXPERIENCE:

Rochester Institute of Technology   August 2019 – Present
Teaching Assistant (2D Animation, Intro to Interactive Media)   Rochester, NY
- Collaborate with the professor to supervise a classroom of students
- Assist students on a variety of skills, including asset production, web design, and presentations

EXTRACURRICULARS:

(Clockwork can be viewed at https://vimeo.com/228987178/d5d13fea2c)

Downtown Community Television Center   July 2017 – June 2018
Film Director   New York, NY
- Led a team of six in creating and developing my vision for a short film called *Clockwork,* which was nominated as a finalist for the Tribeca Film Festival
- Fulfilled multiple roles, including film director, script writer, and lead animator (using Photoshop)