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:

(Code can be viewed at github.com/Rachel-W3/Featured-Projects)

The VGTavern (people.rit.edu/rw7363/TheVGTavern/)   November 2019 – Present
- Developed a web application that utilizes a video game database API
- Designed a UI that encompasses the aesthetic of a digital medieval library
- Applied responsive web design, local storage, and search filters for better usability

Fallen Angel (people.rit.edu/rw7363/FallenAngel/)   October 2019 – Present
- Constructed a web-based video game using JavaScript and PixiJS
- Illustrated and animated the angel's sprites to create realistic wing effects

Isles of Lost Children (rachel-w3.github.io/Isles-of-Lost-Children/)   February 2019 – May 2019
- Used Photoshop to design assets and cutscene animations that emphasizes soft and calming themes
- Applied open source code to create gameplay mechanics

WORK EXPERIENCE:

Rochester Institute of Technology   August 2019 – Present
Teaching Assistant (2D Animation)   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 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)