

Rachel Wong

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WORK EXPERIENCE:

MahiGaming

June 2022 – March 2025

Game Developer

Deerfield Beach, FL

- Collaborated with several production teams to create games leading in measured player engagement, each within less than two month production timelines
- Translated slot game win excitement handling from message-passing behavior to an optimized interpolation driver utilizing React Flow within specialized feature nodes that can be hooked up in a Blueprint-like flowgraph
- Addressed and iterated on developer feedback to improve quality of life across the company by adding node traversal improvements and view history to an in-house engine
- Led planning meetings to align current tasks with the overall product objective and review batches of up to fifty logged change requests within meeting time constraints, while ensuring the team stayed on task
- Polished merge requests to maintain cohesive source control in a monorepo containing 20+ games and a library of 100+ functional components

Rochester Institute of Technology

August 2019 – May 2022

Teaching Assistant | 2D Animation

Rochester, NY

- Managed a classroom of students to ensure a productive atmosphere
- Provided guidance to students on various technical and creative skills, including storyboarding and asset production
- Organized deadlines and other important dates to optimize quality of learning for students

PROJECTS:

Synesthesia | [View](#)

August 2021

A groundbreaking tool for automatically identifying instruments and generating sheet music for a mixed audio recording

- Implemented media player functionality in the demo application with Qt Designer
- Applied knowledge of acoustics, music theory, and digital signals processing to create a novel product
- Collaborated with a team of four to build the foundations of a start-up company via the lean start-up method
- Coordinated with a team to source, schedule, and perform over 200 collective customer discovery interviews with musicians and music educators
- Conducted extensive customer research to gain a strong understanding of consumer needs in the music market

TOOLS:

Visual Studio Code, Git, React, Unity, Ableton Live 11,
Unreal Engine 4

LANGUAGES:

TypeScript, JavaScript, C#, Java, HTML5, CSS, C++,
Python

EDUCATION:

Rochester Institute of Technology, Rochester, NY

May 2022

BS: Game Design and Development, Minor: Music & Technology

GPA: 3.98