

# Rachel Wong

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## EDUCATION:

**Rochester Institute of Technology**, Rochester, NY  
Bachelor of Science, Game Design and Development

Expected May 2022

**GPA: 3.9**

## SKILLS:

**Programming Languages:** HTML, CSS, JavaScript, C#, C/C++, Java

**Tools:** Visual Studio 2019, Unity, Git, MonoGame, Photoshop, After Effects, Unreal Engine 4

## PROJECTS:

*(Code can be viewed at [github.com/Rachel-W3/Featured-Projects](https://github.com/Rachel-W3/Featured-Projects))*

**The Show Must Go On** ([rachel-w3.github.io/Global-Game-Jam-2020/](https://github.com/rachel-w3/Global-Game-Jam-2020/))

February 2020

- Implemented enemy and player game object behaviors such as movement and attacks
- Managed collision detection and trigger events for scene transitions
- Developed the algorithm for procedural room generation

**The VGTavern** ([people.rit.edu/rw7363/TheVGTavern/](https://people.rit.edu/rw7363/TheVGTavern/))

November 2019 – December 2019

- Developed a web application that visualizes video game data using an API
- Utilized DOM manipulation methods to create a dynamic web page
- Applied responsive web design, local storage, and search filters for better usability

**Gróv** (Group project) - Programmer, Art/Interface Designer

February 2019 – May 2019

- Constructed a shoot-em-up game in a team of four using MonoGame
- Developed player weapon functionality and collision detection between objects
- Illustrated the UI and animated visual assets with Photoshop to create a simple, yet enchanting atmosphere in the game

## 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 [vimeo.com/228987178/d5d13fea2c](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