

Rachel Wong

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EDUCATION:

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

Expected May 2022
GPA: 3.98

TOOLS:

Proficient: Visual Studio 2019, Unity, Git, Unreal Engine 4, Ableton Live 10, Wwise, Reaper, FMOD, Photoshop
Exposure: Vue.js, SFML, OpenGL, MonoGame, After Effects, Premiere Pro

LANGUAGES:

Proficient: JavaScript, Java, C#, C/C++, HTML5, CSS
Exposure: Python, PHP

WORK EXPERIENCE:

STUDI0 ARTICULATE

May 2020 – August 2020
Remote

Game Developer

- Developed inventory system of a first-person puzzle game in Unreal Engine 4's visual scripting system
- Implemented complex AI utilizing Unreal Engine 4 behavior trees
- Balanced mechanics of combat-based card game by introducing and modifying cards

Rochester Institute of Technology

August 2019 – Present
Rochester, NY

Teaching Assistant | 2D Animation

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

PROJECTS:

Trop Cuit | [View](#) | [Source](#)

January 2021 – February 2021

A whimsical cooking game drawing inspiration from the popular game Overcooked, set in the universe of Pixar's Ratatouille

- Implemented UI functionality and animated UI elements using Unity's animator controller to improve interface fluidity
- Developed wandering and chasing behavior for enemy AI characters in C# to add a sense of agency to the game
- Performed code review on teammates' code to fix various implementation bugs

Nightlight | [View](#) | [Source](#)

December 2020

A three-minute original musical piece consisting of two percussive instruments, a piano, a bell, and a music box

- Employed a general motif that evokes a nostalgic affective value
- Modified instruments and audio samples provided by Spitfire Audio on Ableton Live 10
- Created sheet music for each constituent instrument used within track in MuseScore

Audio Visualizer | [View](#) | [Source](#)

October 2020

A web-based audio visualizer reimagined as a peaceful hillside with a full moon emitting dancing light particles

- Utilized the Web Audio API to read and process audio data from a local directory of MP3 files and applied various audio effects provided by the API's audio nodes
- Visualized processed audio data in JavaScript in real-time based on audio frequency
- Conceptualized and constructed a comforting aesthetic on an HTML5 canvas to improve audio listening experience

Clockwork | Film Director, Script Writer, Lead Animator | [View](#)

July 2017 – June 2018

A hybrid live-action and animated film that follows a student overwhelmed by her responsibilities

- Led a team of six in creating an original short film, which was nominated as a finalist for the Tribeca Film Festival

RELATED COURSES:

Technical: Data Structures and Algorithms for Game Devs, Fundamentals of Audio Engineering, Game Design and Development 2, Interactive Game and Audio, Interactive Media Development, Intro to Web Technology, Rich Media Web App Development

Creative: Composing for Video Games, Electronic Music Production, Music Theory, 2D Animation & Asset Production