

Rachel Wong

(718) 872-8861 | rw7363@rit.edu | [linkedin.com/in/rachelwong73/](https://www.linkedin.com/in/rachelwong73/) | [rachel-w3.github.io/](https://github.com/rachel-w3)

EDUCATION:

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

Expected May 2022

GPA: 3.9

SKILLS:

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

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

PROJECTS:

(Code can be viewed at 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/)

November 2019 – December 2019

- Developed a web application that visualizes video game data using an API
- Integrated 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:

STUDIÖ ARTICULATE

May 2020 – August 2020

Game Developer

Remote

- Developed blueprints for the inventory system of a first-person puzzle game
- Utilized Unreal Engine 4 behavior trees to simulate enemy AI
- Contributed to the mechanics and balancing of a combat-based card game

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 and web design
- Organize deadlines and other important dates to optimize the learning environment