

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: C#, HTML, CSS, Java, JavaScript

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)

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

Isles of Lost Children ([rachel-w3.github.io/Isles-of-Lost-Children/](https://github.com/rachel-w3/Isles-of-Lost-Children/))

February 2019 – May 2019

- Created a platformer game with Unity, C#, and Photoshop
- Outlined the story and overall aesthetic of the game through mood boards and concept art
- Designed sprite sheets and cutscene animations that emphasize soft and calming themes

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)

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