

# Rachel Wong

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## WORK EXPERIENCE:

### **MahiGaming**

June 2022 – March 2025

*Game Developer*

Deerfield Beach, FL

- Led client-facing technical development in cross-functional teams, creating high-engagement games with cross-browser compatibility within tight two-month timelines
- Utilized TypeScript and ReactFlow to optimize slot game win presentation handling by creating an interpolation driver node that can be hooked up in a Blueprint-like flowgraph
- Addressed and iterated on user feedback to improve interfacing experiences across the company by adding flowgraph navigation to an in-house game engine
- Reviewed merge requests to ensure code conformed to internal style guidelines and to preserve extensibility across a monorepo containing 20+ games and a library of 100+ functional components
- Resolved live issues in a timely manner to ensure games maintained high uptime for slot game operators
- Guided junior developers and tech designers through source control concepts and Git troubleshooting

### **Rochester Institute of Technology**

August 2019 – May 2022

*Teaching Assistant | 2D Animation*

Rochester, NY

- Managed a classroom of up to 30 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, Bootstrap, 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**