

Rachel Crawford

Graduate game programmer looking for an entry level position in an established studio.

rachelnertia.github.io

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Technical Skills

Languages: C++, C#, Python, Lua, Java, ActionScript, shaders (HLSL, GLSL) and some web (HTML, CSS, JavaScript)

APIs and Libraries: Direct3D 11, OpenGL 3.0 (fixed-function), SFML, Maya API (C++ and Python), Windows API, WinSock, XAudio2 and X3DAudio, FMOD Ex

Development Tools: Visual Studio, Maya, Unity, PhyreEngine, Game Maker, Flash, LOVE, Mercurial, FMOD Designer

Experience

Game Jam Game: *Interstellar Soirée*

Global Game Jam 2016 | Unity | C# | PC

For GGJ 2016 I developed this silly Alien handshaking challenge game similar-ish to *Keep Talking and Nobody Explodes* in collaboration with 2 programmers, 2 artists, and 1 sound designer.

Project: AMPS – A Musical Platforming Symphony 2015 | Sony PhyreEngine | C++ | PC, PS4

In January 2015 our 3rd year group project team lost both its artists, meaning we couldn't make the art-heavy game we'd been trying to make, so we chose to make a visually-simple music-based platformer instead. After successfully seeing the project to submission (even though we only had half the time left to work on it) we decided to take it forward to [Dare to be Digital](#). Unfortunately we didn't get into the competition, but we continued development anyway and demoed *AMPS* to the public for 4 days at the Dare Indie Showcase, which was a brilliant experience.

Job: Teaching 1st-years how to code as a lab helper for *Introduction to C++* (Abertay University) (2015-2016).

Education

2012-2016, Abertay University: **BSc (Hons) Computer Games Technology.**

Coursework: Graphics Programming with Shaders

2014 | DirectX 11 | C++ | PC

- Creation of HLSL vertex, hull, domain, geometry, pixel and compute shaders
- Animated water surface demonstrating tessellation, reflection of cube-mapped sky, normal mapping, additive sine waves
- Compute shader implementation of 'Voxel Space' raycasting algorithm used to render convex terrains in early *Comanche* games and *Outcast*

Other Things

- Secretary, Abertay University LGBT+ Society (2014-2016)
- Member, Abertay Game Development Society (2012-2016)

When I'm not programming for university I play and develop games in my spare time, doodle compulsively and write about things. I have a speculative fiction habit. I like being nice.

More details and projects can be found online at rachelnertia.github.io/projects.