

Rebecca Malcolm

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Available May-December 2020

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SKILLS

Languages	C# Java Python C++ Scala SQL HTML CSS
Software	Unity 4.0 Amazon Web Services Apache Spark Apache Kafka
Other	Agile Development Communication Iterative Design

INDUSTRY EXPERIENCE

WB Games Boston , Needham, MA	May 2019 - Dec. 2019
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Analytics Platform Co-op

- Develop ETL solutions for game + third-party analytics data using AWS + Apache Spark
- Build monitoring tools + automated testing for live game events data pipeline

NU Game Development Club , Boston, MA	June 2019 - Present
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Social Chair

- Publicize local dev events to students + organize college community game jams
- Design + host skills workshops to teach students game development tools

PROJECTS

Leggy Boi , <i>Creator, Lead Programmer</i>	Oct. 2019 - Present
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- Developing character controller, level design + implementing audio assets in Unity

Protecc , <i>Lead Programmer</i>	Sept. 2019 - Oct. 2019
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- Designed a 10-second mini game with a 2D artist about a shielding a tiger from the rain
- Created character controllers, particle system + implemented art + animation assets

Sleepy Jeoff , <i>Programmer</i>	Jan. 2019
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- Collaborated with a team of artists + audio engineer to build a 2.5D click + drag game
- Created character controllers + integrated all art, animation + audio assets in Unity

EDUCATION

Northeastern University , Boston, MA	GPA: 3.3/4.0
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Candidate for Bachelor of Arts in Computer Science

Grad. 2021

Related Courses:

Building Game Engines Algorithms & Data	Game Programming Computer Systems	Programming in C++ Games and Society	Object-Oriented Design Japanese Immersion
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INTERESTS

Intermediate Japanese	Game Jams	Comic Books	Aro/Ace Space Facilitator
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