

Rebecca Malcolm

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Available May-December 2020

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(508)-395-4869
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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

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

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, *Creator, Lead Programmer*

Oct. 2019 - Present

- Developing character controller, level design + implementing audio assets in Unity

Protecc, *Lead Programmer*

Sept. 2019 - Oct. 2019

- 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, *Programmer*

Jan. 2019

- 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

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

INTERESTS

Intermediate Japanese

Game Jams

Comic Books

Aro/Ace Space Facilitator