Rebecca Malcolm

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Available May-December 2020   rebkgames.com   @rebkgames

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 - Feb. 2020
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

Sleepy Jeoff, *Programmer, Technical Designer*   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

***Undersea Invaders**, Programmer*   Sep. 2018 - Dec. 2018
- Collaborated with 2 programmers to design + develop a Space Invaders clone in C++
- Created enemy classes + integrated game logic with Simple DirectMedia Layer

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

INTERESTS

Intermediate Japanese	Game Jams	Comic Books	Aro/Ace Space Facilitator