

# Rebecca Malcolm

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Available May-December 2020

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## SKILLS

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Languages	C++   C#   Java   Python   HTML   CSS
Knowledge	Unity 4.0   Amazon Web Services   Apache Spark & Kafka   Emacs   UNIX
Other	Agile Development   Test Automation   Microsoft Office

## INDUSTRY EXPERIENCE

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<b>WB Games Boston</b> , Needham, MA <i>Analytics Platform Co-op</i>	May 2019 - Feb. 2020
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- Develop ETL solutions for game + third-party analytics data using AWS + Apache Spark
- Build monitoring tools + automated testing for live game events data pipeline

<b>NU Game Development Club</b> , Boston, MA <i>Social Chair</i>	June 2019 - Present
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- Managed a Discord server for a 200+ participant Global Game Jam site in Jan. 2020
- Publicize local dev events to students + organize college community game jams

## PROJECTS

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<b>Sleepy Jeoff</b> , <i>Programmer, Technical Designer</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

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

## EDUCATION

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<b>Northeastern University</b> , Boston, MA <i>Candidate for Bachelor of Arts in Computer Science</i>	GPA: 3.3/4.0 Grad. 2021
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Related Courses:

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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

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Intermediate Japanese	Jigsaw Puzzles	Comic Books	Aro/Ace Space Facilitator
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