Rebecca Malcolm

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Open to Relocate in Summer 2025   @rebkgames.bsky.social   rebkgames.com

SKILLS

Languages   C# | PHP | C++ | Java | Python
Knowledge   Unity Engine | Git | AWS | Jenkins | Agile Development

EXPERIENCE

SciPlay, Cedar Falls, IA
Software Engineer, Jackpot Party Casino Slots   Dec 2021 - Present
- Develop client solutions in Unity for a variety of minigames & challenge-based features
- Refactor legacy systems & configure testing environments to support development
- Collaborate with producers, designers, engineers, artists & QA to meet release deadlines
- Implement art assets, analytics & audio in the project

Associate Software Engineer, LiveOps   May 2021 - Dec 2021
- Debugged production issues & integrated asset releases for Jackpot Party Casino Slots

MassDiGI XP, Worcester, MA   Jan 2021 - April 2021
Programmer/Producer, Ballroom Banter
- Architected gameplay in Unity and C# for a mobile card game with another programmer
- Designed & implemented enemy data types, enemy attack system & UI components

Khoury College of Computer Sciences, Boston, MA   Fall 2020, Spring 2021
TA for CS3520: Programming in C++
- Guided student understanding of dynamic memory management, polymorphism, etc.
- Reviewed student code using Valgrind & gcov to assist with grading & debugging

WB Games Boston, Needham, MA   May 2019 - June 2020
Analytics Platform Co-op
- Designed ETL solutions for game & third-party analytics data using AWS & Apache Spark
- Built monitoring & automated testing tools for live game events data pipeline
- Created runbooks for diagnosing live issues & responded to incidents on PagerDuty

EDUCATION

Northeastern University, Boston, MA   Grad. 2021
Bachelor of Arts in Computer Science, Minor in Game Design

INTERESTS

Elementary Japanese   Puzzles & Board Games   Mystery Novels   Plants & Succulents