Rebecca Malcolm

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Open to Relocation in Fall 2025   @rebkgames.bsky.social   rebkgames.com

TECHNICAL SKILLS

C# | Unity 3D | PHP | C++ | Python | Amazon Web Services | Jenkins | Git | Perforce
Apache Spark | Apache Kafka | Jira | Agile Development

WORK EXPERIENCE

SciPlay, Cedar Falls, IA   May 2021 - Present
Software Engineer on Jackpot Party Casino Slots

- Develop client solutions in Unity & C# for UI improvements & player engagement driven features such as quests, battle pass, minigames & time limited promotions
- Integrate art, animation & audio assets into the project to design specifications
- Contribute to server development & tools using Docker & PHP
- Investigate live issues & respond to PagerDuty incidents as an engineer on-call
- Collaborate with producers, designers, artists, data analysts & QA engineers to plan feature development cycles & meet target release deadlines

MassDiGI XP, Worcester, MA   Jan 2021 - April 2021
Programmer/Producer

- Architected gameplay in Unity & C# for a deck building card game with a programmer
- Designed & implemented enemy data types, attack system & UI components
- Communicated with a small multidisciplinary team to pitch, plan, develop & release a mobile game on the Google Play and App Stores

Khoury College of Computer Sciences, Boston, MA   Fall 2020, Spring 2021
TA for CS3520: Programming in C++

- Guided student understanding of C++ programming concepts such as dynamic memory management, polymorphism & inheritance during weekly office hours
- 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 Java, Scala, AWS, Apache Spark & Kafka to stream & process large event volumes in real time
- Built monitoring & automated testing tools using Python, Jenkins & Datadog to scale resources efficiently & maintain live 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

HOBBIES & INTERESTS

Elementary Japanese & French   Nature Walks   Mystery Novels   Puzzles & Board Games