

# Rachel Crawford CV

*Last updated January 2026.*

## **About:**

I am a programmer with 9 years of experience in the games industry, during which I have worked on some of the most successful titles and releases of all time. I'm passionate about games, game development, and programming in general and hope to spend my whole career pursuing my interest in them. I currently live in Edinburgh, Scotland. I can be contacted about potential opportunities at [rachelnertia@gmail.com](mailto:rachelnertia@gmail.com).

## **Timeline:**

- **2012-2016:** I studied **Computer Games Technology BSc** at **Abertay University** in Dundee, Scotland.
- **2016-2025:** I worked full-time as a **Network Programmer** at **Rockstar North** in Edinburgh, Scotland, where I was a member of the Network Code team, starting as a Junior and ending as a Senior. While there, I contributed to 'household name' titles such as:
  - **Grand Theft Auto V**
  - **Red Dead Redemption II**
  - **Grand Theft Auto VI**

## **Skills:**

- Highly experienced in **C++** for **game engine** and **network programming**.
- Highly experienced in **C#** for **server development** and **scripting**, including **C#/C++ interop**.
- Experience working with other languages, engines and development tools including **Lua**, **JavaScript**, and **Unity**.
- Experience working with version control systems including **Perforce** and **Git**.
- Highly experienced in game development on consoles including the **PlayStation 5**, **Xbox Series X/S** and on **Windows PC**.
- Highly experienced in navigating and maintaining legacy code, and adapting existing systems to new contexts.
- Highly experienced in working as a member of a large, multidisciplinary team, with excellent communication abilities and willingness to understand and adapt to the constraints and preferences of fellow developers and other project stakeholders.
- **Always eager to explore and learn more!**