

Rachel Bazelais

rbazelais.itch.io
github.com/rbazelais

Seattle, WA 98104
bazelais.rachel@gmail.com
[linkedin.com/in/rbazelais/](https://www.linkedin.com/in/rbazelais/)

TECHNICAL SKILLS

Languages: Javascript, ES6, Typescript, Python, C#, HTML, CSS, SASS, Node.js

Tools: Unity, Blueprints, Unreal Engine 4, Adobe Suite, Blender, Sketch

Databases: MySQL, SQLite, MongoDB, Firebase

Frameworks: React Native, Django, Angular, ASP.Net Core

EXPERIENCE

Development Engineer Intern, Oath (Formerly AOL), New York, NY Jun 2017 – Sept 2017

- Developed, tested & integrated a customer-facing solution platforms for [#BuiltByGirls](#) through advisor recommended content consumption and emphasis on community engagement.
- Designed & developed proofs of concept in an agile environment and demonstrated solutions to product owners.
- Conducted user research with students and advisors to develop the app's user interface components and user flow through iterative, feedback-based UI development.

Unity Developer (Contractor), ESC Games, New York, NY May 2017

- Resized new versions of two games ("Cube Ball Pro" and "Robot Basketball Pro") to allow for multiple already-provided graphic sets on 16:9 screens.
- Collaborated with network engineers to playtest the games and debug any edge cases with 30 active players

Full Stack Developer, CUNY Codes, New York, NY Oct 2016 – Dec 2016

- Created an app which helps users ask questions and receive crowdsourced answers.
- Responsible for building user interface components and connecting our custom API to the frontend using React Native, Redux, Node.js, Express and MongoDB.

Front End Development Intern, Sage Project, New York, NY Jul 2016 – Aug 2016

- Collaborated with nutritionists and developers to create an interactive grocery list application using JavaScript, Ajax, Node.js, HTML, CSS, MongoDB and the Sage API.
- Selected as a Code to Work Intern, based out of Grand Central Tech (a top startup accelerator in NYC that supports community growth through providing internships with competitive startups).

PROJECTS

Spark A Memory (Oculus Rift & Gear VR) — Game Designer Jul 2017

<https://rbazelais.itch.io/spark-a-memory>

Designed a system that illustrates how neurons work as a puzzle to unlock a memory in an integrated 360 Video for VR Brain Jam at the Games for Change Festival and as a submission to the [Oculus Launch Pad Program](#).

BeatCoaster (PC & Mac) — Game Designer, UI Programmer, QA Feb 2017

<https://rbazelais.itch.io/beatcoaster>

Programmed menu functionality, designed and iterated gameplay mechanics in Unity C# for Train Jam and at the GDC showcase. Later also displayed and demoed at the Music And Gaming Festival (MAGFest)

Spherical Smackdown (PC & Mac) — Game Designer, Gameplay Programmer Jan 2017

<https://rbazelais.itch.io/spherical-smackdown>

Programmed character controller and a reactive physics based terrain in Unity C# for Global Game Jam and exhibited at BabyCastles Art Gallery and the Playcrafting Winter Expo.

EDUCATION

Coding Dojo - Seattle, WA Jan - Apr 2018

Certificate of Completion – Full Stack Web Developer

- Dedicated over 1000+ hours of coding experience in building full stack web applications in Javascript/Angular Python/ Django and C#/ ASP.Net Core

City University of New York, LaGuardia Community College - Long Island City, NY Jun 2016

Associate of Applied Science in New Media Technology

- Joe Shenker Memorial Scholarship Winner