

Rachel Haub

technical artist // graphics programmer

rachelhaub.com
(858)472-5677
rachelhaub@gmail.com

EXPERIENCE

Programmer & Technical Artist - *Frog Lemonade*

June 2021 - September 2021

Working on an unreleased title in the Unity Engine, assisting the art team in implementation of assets, procedurally generating environments, and learning from a team of mentors with the Code Coven.

Group Tutor and Grader - *University of California, Santa Cruz*

January 2021 - June 2021

Taught students the basic principles of game design, provided feedback on student's games, and taught students the tools needed to complete their projects (Twine, Construct 3).

Unity Instructor - *Santa Barbara Education Foundation*

Summer 2019

Designed course curriculum for and taught a two-week long course introducing junior high students to the Unity game engine, managed two teaching assistants.

PROJECTS

Lead Programmer - *Alone, Not Lonely*

Oct 2020 - Jun 2021

Worked on senior capstone project, implementing most core systems, writing shaders and a custom render pass, and facilitating implementation of assets from both the 2D and 3D art teams.

Technical Lead - *Glitch Escape*

Jan 2020 - Jun 2020

Worked on senior capstone project, helping with management of production schedules, coordination between the art and programming teams, and implementation and debugging of multiple core systems on this Unity developed puzzle-platforming game.

Gameplay Programmer - *Seeds of Love*

Nov 2018 - Jun 2019

Worked with UCSC's GDA to develop the entirety of the dialogue system in Unity, including branching dialogue, player dialogue options, and a basic markup language for visual novel generation. Improved workflow to double our planned scope.

EDUCATION

UC Santa Cruz - B.Sc. in Computer Science: Game Design

Sept 2017 - Jun 2021

Cum Laude

AWARDS

Alone, Not Lonely won the Capstone Production award at the UCSC Game Awards 2021

Glitch Escape won the Design Innovation award at the UCSC Game Awards 2020

welcome to the start was awarded the Zeitgeist Award (games that speak to the current cultural moment) at the UCSC Game Awards 2020

Seeds of Love was an honorable mention for worldbuilding, music, design, and the grand prize at the UCSC Game Awards 2019

Dean's Honors

Member of UCSC's College Scholars Program

Skills

- C++, C#, Python
- OpenGL, HLSL
- JavaScript, HTML, CSS
- Autodesk Maya
- Adobe Photoshop and Illustrator
- Unity Game Engine
- Git



