

Hannah Rogers

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EDUCATION

Brown University

Providence, RI

August 2012 - May 2016

BS in Electrical Engineering

GPA: 3.59

Grace Hopper Program

Fullstack Academy NY, NY

Sep. 2018 - Dec. 2018

Three month immersive software engineering program for women.

SKILLS

JavaScript - Java - C - Python

Sequelize.js - NodeJS - SQL

React.js - Express.js - HTML

CSS - Redux.js - Assembly

Git - Vim - ExcelVBA

COURSEWORK

Scientific Computing

and Problem Solving

Object-Oriented Programming

Intro to Computer Systems

Design of Computing Systems

INTERESTS

Brown University Field Hockey

Named to the NFHCA Division I

All-Academic Squad in years

2012, 2013, 2014, and 2015

Received Academic All-Ivy

Award in 2015

EXPERIENCE

Intel Corporation

Hardware Engineer

Electrical Systems Design Intern

Allentown, PA

Aug 2016 - Aug 2018

Jun 2015 - Aug 2015

- Worked on production low-level C firmware for High Performance Switches, debugging and modifying existing code to improve upon performance a reliability
- Gained experience with version control tools, using Git to track code changes, and Gerrit to hold code reviews
- Developed, maintained, and executed Python scripts to automate test procedures on Intel HPC Switches, providing a more efficient solution to qualification processes
- Created spreadsheets using Excel VBA to parse large amounts of data into understandable high-level summaries

PROJECTS

Rocks4Shale

Created an ecommerce website, selling rocks. Allowed users to create an account on the website, browse product catalog, and purchase items in cart.

PictureThis

A web app that allows users to create or join a game room in order to play a game similar to Pictionary. Players take turns drawing a picture on a canvas, while other players try to guess that card. Implements IBM Watson's Visual Recognition machine learner to scan all pictures submitted, and block inappropriate content.

King Of The Jungle

A multi-player web app that was modeled after the game Carcassonne. Players are tasked with strategically placing tiles on a board to create a jungle. Players can claim territory to gain point. Tiles are rendered in 3D using three.js