

HANNAH KLOSS-GLEASON

Game Developer & Story Teller

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in hannah-kloss

📍 Buffalo, NY

🌐 <https://www.hannahkloss.com/posts/projects/>



EXPERIENCE

Vice Programming Lead (Previously Programmer Intern)

T'sarE LLC

📅 March 2024 – January 2026 📍 Remote

- Coordinated and facilitated AnimNotify Events
- Developed Dice Actor
- Developed enemy movements and behavior
- Improved working knowledge of Animation Blueprints and Dot Products
- Researched Navigation Meshes
- Led weekly meetings for programmers' questions

Programming Team Lead (Previously Game Developer)

InOrbit Systems

📅 July 2023 – October 2024 📍 Remote

- Adjusted Lyra Multiplayer Code for goal adaptation and game enhancement
- Conducted research to support team members and troubleshoot hurdles
- Developed gameplay mechanics in Unreal Engine using Blueprints for character development and enhancement
- Utilized Sourcetree for team efficiency and efficacy
- Worked in a new game development team to release the result in the designated time of the Roadmap

Virtual Reality Development Intern

Resilience, Inc.

📅 May 2022 – July 2022 📍 Remote

- Programmed switches for a spaceship
- Updated existing scripts done by previous employees
- Provided voice acting for a Unity game
- Utilized PlasticSCM to create social and emotional learning experiences through creative and innovative forms
- Onboarded and advised the next intern for adaptations and insights of future work
- Revised training folder to provide easier to navigate assistance for other future employees

LIFE PHILOSOPHY

"Life is more about connecting than comparing. The only person you must seek to grow beyond is yourself."

MOST PROUD OF



Impact on Students and Faculty

Through being a teaching assistant in nine computer science courses, I helped hundreds with their development.



Self-Motivation

To learn, grow, and hold myself professionally accountable in a remote setting.



My Reason To Be

I want to create an environment for anyone to find joy, immersion, and a meaningful story that can exist for more than just an escape from the outside world.



Phi Beta Kappa Member

Being recognized by and inducted into a life-long Honors Society for my academic achievements and the breadth and depth of my studies of the liberal arts and sciences.

STRENGTHS

Hard-working

Optimistic

Loyal

Communication

Leadership

Problem-Solving

Unreal (Blueprint)

GitHub

EDUCATION

B.A. in Computer Science

University at Buffalo

📅 Aug 2019 – May 2023

External Concentration in Media Studies

Certificate in Game Studies

University at Buffalo

📅 Aug 2019 – May 2023

PROJECTS

Hamster Hyperdrive

Group Game Jam Project

- Guided those unfamiliar with Unreal's blueprints through debugging and altering used nodes so the desired functionality was reachable and interpretable
 - Coded the special attack increment and decrement so that no matter the total value of charge, it would always use a complete bar
 - Worked with starting and ending screens in order for the game loop to be complete for playtesters at each stage during the game's main development
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Spiritrender

Group Game Jam Project

- Programmed tools to reveal evidence for the player to identify the type of spirit successfully
 - Handled version control so one programmer's work wouldn't override another's
 - Set up the functionality for picking up, using, or dropping the different kinds of tools
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Bane of Blackmore

Group Game Jam Project

- Worked a game from starting concepts to finished product with a group of people I had not met prior
 - Set up the ghost dialogue actors, the functionality of summoning the final boss, and did general cleanup the last couple of hours prior to the submission
 - Collaborated with the team after the deadline to improve playability by adjusting enemy and scenic components
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Capped

Solo Game Jam Project

- Learned about and utilized Data Tables in Unreal to create branching dialogue that changes based on decisions the player makes
 - Developed an achievements system that automatically saves when a new achievement is obtained
 - Planned out the story and its branching components in Twine
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Nyx

InOrbit Systems Project

- Added a dash mechanic for the cat to phase through the evil doctors and ensured that it couldn't be spammed while the player is in the act of dashing
 - Assisted the team lead in the cat's hiding logic so that it would be unaffected and out of sight by nearby scientists
 - Made the cat's lives and fish obtained persist from level to level
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From Light Into Darkness

Solo Project

- Designed room actors to reflect the possible paths and make sure the player got properly transported between rooms
- Learned about behavior trees and project settings so the enemies could properly patrol and chase the player
- Implemented a light switch mechanic that would inspire different behavior depending on if it was on or off