HANNAH KLOSS-GLEASON

Game Developer & Story Teller

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EXPERIENCE

Instructor
Coding Minds

📅 September 2023 – Ongoing   📍 Remote

- Taught children 1-on-1 weekly using Zoom
- Demonstrated how to code games with Minecraft Education, Scratch, and Roblox Studio, which helped with practicing the method of learning by teaching
- Led exercises to increase understanding of programming concepts in comprehensible ways
- Adapted the exercises and allowed there to be room for creative liberty so each student could be more personally engaged

Programming Team Lead (Previously Game Developer)
InOrbit Systems

📅 July 2023 – Ongoing   📍 Remote

- Adjusted Lyra Multiplayer code so that time and death goal adapt to the number of players and so that there are points to be spent on added skills
- Developed gameplay mechanics in Unreal Engine using Blueprints for the playable character to dash and meow and made pushable boxes
- Utilized Sourcetree to commit timely changes so that everyone could work with the most up-to-date version
- 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, and provided voice acting for a game in Unity
- Utilized PlasticSCM to create social and emotional learning experiences through creative and innovative forms
- Onboarded and advised next intern for adaptations and matters to be aware about so they could be best prepared for future work
- Organized training folder to provide easier-to-navigate assistance for other future employees

(Head) Teaching Assistant
University at Buffalo

📅 Aug 2020 – May 2023   📍 Buffalo, NY

- Explained concepts, functions, and uses of various programming languages.
- Dedicated extra time to help and support a student who was falling behind.
- Scheduled and hosted interviews and training for incoming teaching assistants
- Relayed information between other teaching assistants, professors, and students.

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 nine computer science courses, I helped hundreds with their development

📈 **Self-Motivation**
to learn, grow, and hold myself accountable in a remote setting for both work and, previously, school

💗 **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