HANNAH KLOSS-GLEASON

Game Developer & Story Teller

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in hannah-kloss

EXPERIENCE

Vice Programming Lead (Previously Programmer Intern)
T'sarE LLC

📅 March 2024 – Ongoing   📍 Remote

- Improved the behavior tree so enemies randomly switch between their Idle and Roaming states
- Developed a Dice actor that would be used as a component to an enemy, such that when the enemy was defeated, it would roll and give the determined value of coins
- Worked with animation blueprints so that a character will only move during part of the animation that makes sense
- Adjusted behavior trees so that an enemy can attack while chasing the player
- Explained the functionality of code to another intern so they can use and adjust as needed for their enemy
- Made the enemy be sent backward based on the direction of the incoming attack of the player, and vice versa

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
- Researched examples to help other team members understand more of how to go about their assigned tasks when hurdles were hit
- 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

Instructor
Coding Minds

📅 September 2023 – March 2024   📍 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

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

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

PROJECTS

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

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

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

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