HANNAH QIN

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EDUCATION

UNIVERSITY OF MICHIGAN
Literature, Science, and the Arts
Sept. 2014 - April 2018

- B.S. Computer Science and French Minor (GPA: 3.65/4.00)
- Relevant Coursework: Web Databases and Information Systems, Graphic Design, Data Structures and Algorithms, Introduction to Computer Organization

UNIVERSITÉ PARIS-DIDEROT
EDUCO Paris Study Abroad
Jan. 2017 - May 2017

- Challenged my French-language skills and expanded my sociocultural horizons in a fully immersive study abroad program
- Enrolled in courses taught in French alongside French university students

WORK EXPERIENCE

ROBLOX CORPORATION
San Mateo, CA
Web Engineer Intern
June 2017 - present

- Working full-stack on the Avatar team to fix and create features related to ROBLOX's Avatar platform

ANCR LABORATORY
U-M Dept. of Naval Architecture
Software Developer Intern
Summer 2016

- Worked full-stack with two other interns developing a GUI using Python's TkInter module, used as a modeling tool to accompany the lab's research
- Attended a conference in London to present our work and to gain a greater understanding of the naval architecture concepts represented by our GUI

DTE ENERGY TRADING
Ann Arbor, MI
Summer Intern
Summer 2015

- Combined skills in HTML, CSS, and JavaScript to develop interactive charts that streamlined data analysis
- Compiled weekly railroad freight data from Microsoft Excel into a relational database using C# and SQL

EXTRACURRICULARS

ETA KAPPA NU (HKN)
EECS Honor Society
Vice President
Fall 2017

- Strive to ensure that all members of HKN feel a sense of belonging by managing HKN's new membership and reforming the organization's mentoring system
- Led an initiative in Diversity, Equity, and Inclusion as Projects Officer during Fall 2016 to advance the HKN community as a safer space for all members

U-M SOLAR CAR TEAM
Strategist
Fall 2015 - Winter 2016

- Modified the team's simulation software developed in C++ to model the World Solar Challenge given different parameters and goals

PROJECTS

MOBILE GAME APP
Summer 2016

- Developed a cross-platform mobile game with 4 other students using libGDX, a game development framework based in Java

FREELANCE DESIGN
Aug. 2016 - present

- U-M BLUElab Biogas International Project Team Logo
- U-M Biomedical Engineering Society (BMES) Logo
- Instruction Brochure Graphic for U-M BLUElab India: Stoves Team

ADDITIONAL

PROGRAMMING
LANGUAGES
SOFTWARE

- C++, Python, HTML/CSS , JavaScript, C# (in order of proficiency)
- Fluent in Chinese, proficient in French
- Adobe Photoshop, Adobe Illustrator, Adobe InDesign, Microsoft Office, LaTeX