Princess-Osaani Hornage

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SUMMARY

A dedicated front-end developer with experience in building blockchain-based apps using React.js. Has a strong foundation in HTML, CSS, and JavaScript, tailored towards creating engaging and optimized user experiences.
Skilled in developing interactive web applications and enhancing design functionality, possesses hands-on expertise from collaborating on projects and addressing technical challenges. Eager to leverage web development skills to contribute.

SKILLS

• **Programming Languages:** C#, C++, HTML, CSS, JavaScript, Java, Dart, Rust
• **Tools/Technologies:** Visual Studio 2019, Visual Studio Code, Unity, MonoGame, GitHub, Adobe Photoshop, Adobe After Effects, Maya, GitLab, Axure, ArcGIS Pro
• **Frameworks/Libraries:** React, Vue.js, Phaser.js, React, Bulma, Next.js
• **Skills:** Debugging, UI/UX Design, Collaboration, Full-stack development, 3D Modelling, 3D Animation, Front-end Development

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WORK EXPERIENCE

The YMCA   **Oct 2024 - Present**
STEM Specialist/Activity Specialist   *Rochester,NY*
• Created and taught engaging STEM lesson plans which included elements of JavaScript and HTML to groups of adolescents.
• Organized resources and managed logistics for various school/YMCA locations

Innovation Fellows   **May 2022 - Aug 2022**
Front-End Developer/Co-Founder   *Rochester,NY*

• Developed a blockchain-based app using Rust and React.js for secure gaming tournament prize distributions between users
• Implemented interactive and dynamic features using React.js to enhance user interface experience.
• Presented pitches to potential investors for the web-based app, Dexnaments, allowing users to create personalized game tournaments

RIT Housing Facilities   **May 2022 - Aug 2023**
Quality Control Team Member   *Rochester,NY*
• Flagged cleaning issues and coordinated resolutions with the cleaning team.
• Ensured apartment and dorm readiness through systematic quality checks.

EDUCATION

Rochester Institute of Technology (RIT)   **Aug 2018 - May 2024**
Bachelor of Game Design and Development
• **Achievements**:
- Dean's List (Fall 2021, Spring 2022, Spring 2023)
- 3.0 overall GPA

PROJECTS

Academic Project
[*Anime Radar*](#)   ***Sep 2022 - Oct 2022***
• Developed a web app utilizing Jikan API to display anime information based on specific categories.
•.Users can save their favorite data and organize it by type

Academic Project
[*Dodge or Die*](#)   ***Jan 2023 - May 2023***
- Web based dodgeball game
- Character selection, health bar system, basic keyboard controls included
- Sprites are animated
- Utilizes React web components

Personal Project

Feeding Fido   **Jan 2025 - Present**
- Web based 2D game
- Teaches young kids the correct foods to feed their pets
- Sprites are animated
- Utilizes Bulma and Phaser.js framework
- Emitters and animations for good/bad food collisions
- Collision detection between sprites

AWARDS

Columbia Writing Program Completion
• Completed a creative writing summer course
Vector Marketing Top Sales Rep. Award
• Achieved highest profits among peers