Hanna Doerr

Web Locations
Linkedin.com/in/hannasdoerr
hannadoerr.wordpress.com

(724) 353 2709
hs.doerr@gmail.com

Relevant Address
311 Primrose Drive
Sarver PA 16055

Objective
Seeking co-op or internship in 2D/3D art, front end UI design and implementation, technical art, or back end programming. Available for summer, fall, and/or spring.

Skills

Software :	Autodesk Maya 2015, Mudbox 2015, Adobe Photoshop, Illustrator, Unity 4.6.1
Languages :	HTML, CSS, Java, C#, C++

Work Experience

Quality Assurance - A.V., Rochester NY — November 2014 –March 2015
Shipped |Test the game for any bugs, violations, errors, rendering issues, or player annoyances. Helped in backend model creation, frame rate correction, and object builds put into Unity scenes when time was short for the developers.

Software Engineering Lab Assistant RIT, Rochester, NY — August 2011 - Present
Manage and monitor computer lab, set of 12 team work rooms, and student behavior using the available space and technology.

Projects

Kritter Keepers : *Product Designer, 2D Artist, QA*
Team management card game aimed at kids to learn that diverse teams with different strengths go a lot farther than a team of too many similar people, and that there are some tough decisions to make without putting early pressure on them.

Soul Bound : *2D and 3D Character Artist, GUI design and Implementation, Sound asset*
An RPG that utilizes a turn-based combat system, character driven story, and item and skill customization. Currently being developed by an 11 person team. All assets are created in-house, including art and modelling, sound and music design, and programming.

Fall of Prejudice : *Production Manager, Designer*
Tower survival game focused on players working together to keep themselves alive. Made at an International game jam in Germany, for a Unity based C# game designed for mobile platforms.

Submergence : *2D and 3D Character Artist, Assist. Designer, Assist. Narrative*
An isometric adventure game involving hacking of your enemies and traditional combat, built in Unity designed for PC and console.

Freshmen Forecast : *Production Manager, code implementation*
Tower defense game with team. Worked on collision detection, cursor interaction, and controls to select, move, and place items around the screen.

Lab Rat : *Production Manager, art and story direction, code clean up*
Puzzle based escapist game. Worked on code tweaking and cleaning, testing, proper displays on screen and getting a file reader implemented for room layouts. Worked with the overall story and details and aided art direction.

Education

Rochester Institute of Technology, NY — Expected Graduation : Fall 2016
Bachelors of Science : Game Design and Development
Minor: Creative Writing

Activities and Affiliations

Dean's List	Dean's Advisory Board	National Society of Leadership and Success
RIT Archery	Game Developer's Club	