Abby Hatcher

Front-End Developer

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ABOUT ME

I am always challenging myself to develop and hone my technical skills and am currently completing my Treehouse Front-End Development certification course.

I have also discovered a passion for video game development and find I am always researching, testing new mechanics, and exploring different game engines.

HIGHLIGHTS

- SACP Certified Dec 2021

- Treehouse Front-End Certification Jun 2022

- Lead for first Gdevelop translations (Danger Zone 34 languages)

- Lead for first Gdevelop screen reader accessible game (CSM)

- B.S in Biology - University of Michigan

SKILLS

HTML 5

CSS

Flexbox

CSS Grid

Bootstrap

Sass

Javascript

FRONT-END DEVELOPMENT

BTB COURSE DEVELOPMENT

- B-T-001 OWASP Top 10 Refresher - Lead developer and designer
- B-T-002 Memory Management - Lead developer and designer
- B-T-003 Password Hygiene - Lead developer and designer
- B-T-004 Protecting Source Code - Lead developer and designer
- B-T-005 Data Hygiene - Lead developer and designer
- B-A-006 Insider Threats For End Users (4/21) - First Storyline to BTB port
- B-A-012 PII & You (3/21) - First translated Storyline to BTB port
- B-A-017 New Hires Guide to Security Awareness (5/22)

BTB CUSTOM DEVELOPMENT

- Recreated four SAC IR slides in BTB
- Lead BTB Custom in 2021
- Tokio Marine B-A-012
- Altria B-A-005
- Synopsys B-A-005
- Western & Southern B-A-005
- King & Spaling B-A-005
- Wegmans B-A-010
- Wegmans B-A-008
- Tenet Health B-A-005
- State of North Carolina B-A-006
- Turner Construction B-A-004
- ATCO B-A-004

GAME DEVELOPMENT

G-A-002 SECURITY CAT (7/21)

This game was completely ideated, designed and developed by me. It was what I used to teach myself Gdevelop.

G-A-004 DANGER ZONE (12/21)

Very first translated GDevelop game. Translated in 34 languages, collabed with HQ and worked with HQ QA to complete.

G-A-006 CYBER SLEUTH (3/22)

Most complex video game I have developed to date. Also created GIFS, animations, and videos for this game.

G-A-007 CYBERSPACE MARS (5/22)

Very first accessible GDevelop game that can be read by a screen reader and first video based GDevelop game