BLAISE 'BEE' HANEL

Summary

Bachelor's Degree from RIT looking for positions in game design and development. I have programming ability in HTML, CSS, Javascript, C#, and C++, as well as artistic ability, particularly in sound design.

Employment

RIT Residence Life
Resident Advisor
Rochester, NY
Sept. 2020 to Present
- Connected with residents and cultured positive relationships among residents on my assigned dorm floor
- Worked as a team with other RAs to plan resident events
- Ensured safety by making sure residents followed COVID protocols

PAR Government Systems Corporation
Software Engineering Intern
Rome, NY (partially remote)
May 2019 to Jan. 2021
-Fixing bugs and created new features for a geo-spatial communication app used by the US government
-Programming using Java and XML
-Taking feedback from the testing team in order to improve app functionality
-Working remotely part-time while attending RIT from September 2019 to April 2020

RIT New Student Orientation
Orientation Supervisor
Rochester, NY
Aug. 2018 to Present
-For first two years, led new students as an orientation leader, getting new students acclimated to the RIT campus
-Promoted to Orientation Supervisor for third year, in charge of coordinating and training new orientation leaders
(Position only active in August and September)

RIT Center For Imaging Science
Research Assistant
Rochester, NY
June 2016 to Aug. 2016
-Worked alongside physics researchers at RIT, studying galaxy morphology
-Analyzed images of galaxies and recorded their data in Excel, then graphed the data using python plotting

Projects

Leap Rhythm (C#, Unity, JavaScript)
Jan. 2020 to Apr. 2020
Game and exhibit planned with one other RIT student, Katherine Carlile, and three students from Université Paris 8 in Paris, France, Baptiste Massa, Shiyu Lou, and Nawel Ait-Mouhoub. The premise of the game is a rhythm game in which the player uses a Leap Motion to control a character as he jumps on platforms in rhythm to traditional French and American songs. Unfortunately, this project could not be realized past the prototyping phase as our study abroad trip to Paris to complete the project was cancelled due to COVID-19.

Larger Than Life Piano (C++/C#)
Jan. 2019 to Apr. 2019
Learned how to code an Arduino and use C# to read the Arduiuo's input to create a large capactive-sensor floor piano for ImagineRIT.

Last.FM Time Capsule (HTML/CSS/JavaScript)
Mar. 2019 to Apr. 2019
Created a web application that reads in the Last.FM API, displaying the user's monthly top tracks.

Activities

Fowl Play - Sketch Comedy
As President (May 2020 - Present):
-Planned comedy shows and reserved rooms to allow members to express their creativity through sketch and improv comedy
-Navigated COVID protocol to continue to spread the joy of comedy while also being safe

House of General Science
As Vice President (May 2018 - March 2019):
-Manage 10 committee heads, who do various things such as run social events, promote the floor, and stay connected with the College of Science
-Run weekly floor meetings and ensure all members are meeting community service and cleaning requirements

No Voice Zone - ASL Club

Volunteering

FIRST Robotics · Event Volunteer
Aug. 2012 to Present
Various Locations
-As a high schooler, volunteered at various middle school First Lego League events, titles included Announcer, Scorekeeper, and Team Queuer
-As a college student, volunteered at the high school events I used to participate in, doing A/V work

Relay For Life · Team Captain
June 2013 to June 2018
Webster, NY & Rochester, NY
Participated in Relay for Life every year since 2013, at either Webster Thomas High School or RIT. In 2015 and 2016, was team captain and led fundraisers at local restaurants and in our high school to raise funds for the Relay team.

Contact

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Education

Rochester Institute of Technology
Aug. 2016 to May 2021
Bachelor of Science Game Design and Development 2020
GPA 3.7, Honors Program, French & Music Technology Minors
Relevant coursework: Data Structures and Algorithms 1 and 2, Game Design and Algorithmic Problem Solving 1 and 2, Web Design and Development, Rich Media Web Applications, 2D Animation and Asset Production, University Physics I and II, Differential Equations, Multivariable Calculus, Interactive Game and Audio, Composing for Video Games

IES Abroad
May 2018 to July 2018
Non-Degree Seeking
Studied French at IES in Paris

Skills

LANGUAGES
English
French

INTERPERSONAL SKILLS
Leadership
Teamwork
Inclusion
Compassion

PROGRAMMING LANGUAGES
HTML
CSS
Javascript
C#
C++

PROGRAMS
Adobe Photoshop
Adobe After Effects
FL Studio
Unity
Reaper
Git