Hanna Harmon

 github.com/hannaharmon   linkedin.com/in/hanna-harmon   https://hannaharmon.itch.io

EDUCATION

Texas A&M University — August 2022 - May 2026
Bachelor of Science in Computer Science, Minor in Game Design and Development   *Current GPA: 3.83/4.0*
- **Relevant Coursework (Completed):** Linear Algebra, Data Structures and Algorithms, Discrete Math, Computer Organization, Programming Languages, Design and Analysis of Algorithms
- **Relevant Coursework (Fall 2024):** Computer Graphics, Intro to Computer Systems, Foundations of Software Engineering

EXPERIENCE

Learning Interactive Visualization Experience (LIVE) Lab Developer — August 2024 - Present
Texas A&M School Of Performance, Visualization, & Fine Arts LIVE Lab   *College Station, TX*
- Working collaboratively to develop educational video games with C++, Unreal, C#, Unity

Software Engineering Intern — May 2024 - August 2024
United Services Automobile Association (USAA)   *Plano, TX*
- Contributed to the development of an internal test data management web app
- Worked alongside fellow interns and full-time employees
- React, JavaScript, Go, Jira, Scaled Agile, GitLab, HTML, CSS

Peer Teacher — January 2024 - May 2024
Texas A&M Department of Computer Science and Engineering   *College Station, TX*
- Assisted students in mastering computer science concepts and debugging C++ code

PROJECTS

Grim Encounters | *C#, Ink, Unity, Github* — January 2024 - Present
- Developed a 2D turn based strategy game in a team of 4
- Personally implemented dialogue system, audio system, UI, save/load system, and more
- 1st place, Best in Art, Best in Sound, Crowd Favorite at Texas Aggie Game Developers Spring 2024 game jam

The Art of the Climb | *C#, Unity, Github* — March 2024
- Developed a 2D platforming game in a team of 3 in 48 hours
- Personally implemented UI, scene management, spawn/despawn mechanics, audio
- 2nd Place in Chillenium 2024

tREVia | *JavaScript, HTML, CSS, GitHub* — September 2023
- Developed a full-stack game/web application in a team of 4
- Personally implemented all functionality for platforming game, as well as communication between trivia and game portions of website
- Best UI/UX award in HowdyHack 2023

EXTRACURRICULAR

Aggie Women in Computer Science | *Rubies Officer* — February 2024 - Present
- Coordinating the AWiCS mentorship program and planning monthly socials

Aggie Artificial Intelligence Society | *Front-end Web Developer* — December 2023 - Present
- Designing and developing a new website for the AAIS organization in a team of 5
- Figma, React, Next.js

SKILLS

Programming Languages: C#, C++, Go, JavaScript, Python, LaTeX, Java, Scheme, Ink
Technologies and Tools: HTML, CSS, React, Next.js, Git, GitHub, GitLab, Jira, Figma, Inkscape, Unity, Unreal