






Hanna Harmon

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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):** Game Development, Computer Animation, Computer Graphics, Software Engineering, Linear Algebra, Data Structures and Algorithms, Intro to Computer Systems, Discrete Math, Computer Organization, Programming Languages, Design and Analysis of Algorithms
- **Relevant Coursework (Fall 2025):** Game Design, Computer-Human Interaction, Interactive Virtual Environments

EXPERIENCE

Software Engineering Intern

May 2025 - August 2025

Halo Studios

Redmond, WA

- Engineered a comprehensive test reporting solution to enhance developer experience
- Automated UAT test report generation and upload to Azure Data Explorer for effective trend analysis
- Implemented a containerized Unreal Automation test reporting server enabling authorized users to instantly view individual report details
- Unreal Automation Tool, Perforce, Jenkins, Azure Data Explorer (Kusto), Docker, Kubernetes (K8s), Terraform

Learning Interactive Visualization Experience (LIVE) Lab Developer

August 2024 - Present

Texas A&M School Of Performance, Visualization, & Fine Arts LIVE Lab

College Station, TX

- Collaborating to create educational video games with C++, Unreal, C#, Unity

Software Engineering Intern

May 2024 - August 2024

United Services Automobile Association (USAA)

Plano, TX

- Constructed the user interface of an internal test data management web app
- 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

Wiz-Herd | *Unreal, Blueprints, Perforce, Common UI*

January 2025 - Present

- Launched a 2.5D local and online multiplayer party game in a team of 5
- Implemented UI/UX, audio, game flow, minigame mechanics, character customization
- Demo available on Steam

Grim Encounters | *Unity, C#, Ink, Github*

January 2024 - Present

- Developed a 2D turn based strategy game in a team of 4
- Implemented UI, save/load, dialogue system, game flow, enemy AI, audio system
- 1st place, Best in Art, Best in Sound, Crowd Favorite at Texas Aggie Game Developers Spring 2024 game jam

The Art of the Climb | *Unity, C#, Github*

March 2024

- Built a 2D platforming game in a team of 3 in 48 hours
- Implemented UI, scene management, spawn/despawn mechanics, audio
- 2nd Place in ChilleNUM 2024

SKILLS

Programming Languages: C#, C++, Unreal Blueprints, Go, JavaScript, Python, \LaTeX , Java, Scheme, Groovy, Ink
Technologies and Tools: Unity, Unreal, Perforce, HTML, CSS, React, Next.js, Git, GitHub, GitLab, Jira, Figma, Inkscape, Jenkins, Azure Data Explorer (Kusto), Terraform, Kubernetes (K8s)