

Hanna Harmon

[🔗](https://hannaharmon.github.io/personal-website) [GitHub](https://github.com/hannaharmon) [LinkedIn](https://linkedin.com/in/hanna-harmon)
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EDUCATION

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| Texas A&M University <i>Bachelor of Science in Computer Science, Minor in Game Design and Development</i> | August 2022 - May 2026 Current GPA: 3.7/4.0 |
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EXPERIENCE

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| Halo Studios (Microsoft) <i>Software Engineering Intern</i> | May 2025 - August 2025 Redmond, WA |
| Texas A&M Learning Interactive Visualization Experience (LIVE) Lab <i>Developer</i> | August 2024 - Present College Station, TX |
| United Services Automobile Association (USAA) <i>Software Engineering Intern</i> | May 2024 - August 2024 Plano, TX |
| <ul style="list-style-type: none">Engineered a comprehensive test reporting solution to enhance developer/QA experienceAutomated test report generation and upload to Azure Data Explorer for effective trend analysisUnreal Automation Tool, Perforce, Jenkins, Azure Data Explorer (Kusto), Docker, Kubernetes (K8s), Terraform | |

PROJECTS

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| Wiz-Herd <i>Unreal, Blueprints, Perforce, Common UI</i> | January 2025 - Present |
| <ul style="list-style-type: none">Launched a Steam demo of a 2.5D local/online multiplayer party game in a team of 5Implemented UI/UX, music/SFX, game flow, minigame mechanics, character customization | |
| Crumple Quest <i>C++, GitHub</i> | May 2025 - Dec 2025 |
| <ul style="list-style-type: none">Built a 2.5D roguelike in a custom C++ engine in a team of 4; developed game flow, UI, and core systemsIntegrated a miniaudio based sound system to support procedural SFX and music transitionsDesigned levels supporting the unique folding/flipping mechanic; won Best in Programming (TAGD Fall 2025) | |
| Pawsitivity <i>Unity 3D, Wwise, GitHub</i> | May 2025 - Dec 2025 |
| <ul style="list-style-type: none">Created a VR game for Meta Quest 3 in a team of 4Designed and programmed a physics-based "hand-walking" VR locomotion technique enabling walk/jump/climb interactions from a cat's perspectiveIntegrated Wwise for procedural SFX, dynamic music, and event-driven sound designConducted user research on locomotion across multiple input modalities | |
| Grim Encounters <i>Unity, C#, Ink, GitHub</i> | January 2024 - Present |
| <ul style="list-style-type: none">Developed a 2D turn based strategy game in a team of 4Implemented UI, save/load, dialogue, enemy AI, audio system1st place, Best in Art, Best in Sound, Crowd Favorite at Texas Aggie Game Developers Spring 2024 game jam | |
| The Art of the Climb <i>Unity, C#, GitHub</i> | March 2024 |
| <ul style="list-style-type: none">Built a 2D platforming game in a team of 3 in 48 hoursEnabled UI, scene management, spawn/despawn mechanics, audio2nd Place in Chillenium 2024 | |

SKILLS

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