

Hanna Harmon

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EDUCATION

Texas A&M University

Bachelor of Science in Computer Science, Minor in Game Design and Development

August 2022 - May 2026

Current GPA: 3.7/4.0

EXPERIENCE

Halo Studios (Microsoft)

Software Engineering Intern

May 2025 - August 2025

Redmond, WA

- Engineered a comprehensive test reporting solution to enhance developer/QA experience
- Automated test report generation and upload to Azure Data Explorer for effective trend analysis
- Unreal Automation Tool, Perforce, Jenkins, Azure Data Explorer (Kusto), Docker, Kubernetes (K8s), Terraform

Texas A&M Learning Interactive Visualization Experience (LIVE) Lab

Developer

August 2024 - Present

College Station, TX

- Developing educational games with C++, Unreal Engine, Unity, and Plastic SCM within a cross-disciplinary team of over 20 student employees

United Services Automobile Association (USAA)

Software Engineering Intern

May 2024 - August 2024

Plano, TX

- Engineered the user interface for an internal test-data management web app
- React, JavaScript, Go, Jira, Scaled Agile, GitLab, HTML, CSS

PROJECTS

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

January 2025 - Present

- Launched a Steam demo of a 2.5D local/online multiplayer party game in a team of 5
- Implemented UI/UX, music/SFX, game flow, minigame mechanics, character customization

Crumple Quest | *C++, GitHub*

May 2025 - Dec 2025

- Built a 2.5D roguelike in a custom C++ engine in a team of 4; developed game flow, UI, and core systems
- Integrated a miniaudio based sound system to support procedural SFX and music transitions
- Designed levels supporting the unique folding/flipping mechanic; won Best in Programming (TAGD Fall 2025)

Pawsitivity | *Unity 3D, Wwise, GitHub*

May 2025 - Dec 2025

- Created a VR game for Meta Quest 3 in a team of 4
- Designed and programmed a physics-based "hand-walking" VR locomotion technique enabling walk/jump/climb interactions from a cat's perspective
- Integrated Wwise for procedural SFX, dynamic music, and event-driven sound design
- Conducted user research on locomotion across multiple input modalities

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, 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
- Enabled UI, scene management, spawn/despawn mechanics, audio
- 2nd 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)