Hannah Norman-Brown

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Responsible and self-motivated student with a bright mind and eager to expound upon current capabilities. With a strong commitment to honesty and integrity, seeking to utilize my skills, talents, and strong work ethics in the area of Computational Media.

Education

2021-08 – 2025-05 **Georgia Institute of Technology,** Atlanta, GA
Candidate for Bachelor of Science in Computational Media

2016-09 – 2021-05 **Memoria Press Online Academy,** Louisville, KY
High School Diploma, GPA 4.0 UW/4.33 W
Honors Graduate

2020-08 – 2021-05 **The Potter's School,** Springville, VA
Dual High School Enrollment, GPA 4.0

2019-11 – 2020-01 **University of Alabama,** Tuscaloosa, AL
Dual High School Enrollment, UA Early College

Relevant Coursework

2022-01 – 2022-05 **Georgia Institute of Technology,** Atlanta, GA
CS 1331: Introduction to Object-Oriented Programming

2021-08 – 2021-12 **Georgia Institute of Technology,** Atlanta, GA
CS 1301: Introduction to Computing

2020-08 – 2021-05 **The Potter's School,** Springville, VA
A.P. Computer Science A (Java): The Potter's School

2018-06 – 2018-07 **CodeWizardsHQ,** Austin, TX
Introduction to Programming: JavaScript

2018-06 – 2018-07 **CodeWizardsHQ,** Austin, TX
Introduction to Programming with Python

Volunteer Experience

2017-01 – 2021-06 **Child Activities Lead Assistant/Computer Admin**
City Light Church, Vicksburg, MS
- Worked closely with the Children's Program director to develop curriculum and led activities for Weekly Sunday School and Summer Vacation Bible School.
- Managed church operations utilizing Church Trac System for Track Member Check-In, Track Child Check-In, Track Attendee Count, Donation, and Member/Visitor Information.
- Assisted in the Planning and Organization of Church Events: "Bless the Block", Hospital Gift Giving and Caroling for the Elderly, Center for Pregnancy Choices Benefits, Halloween Gospel Outreach, United Way Benefits, and Church Holiday Events.

2016-08 – 2016-08 **CPC Banquet Assistant**
Center for Pregnancy Choice, Vicksburg, MS
- Assisted the program managers with gallery setup.
- Served attendees, guests, and event speakers.

Skills

Programming: Java, Python, C++, JavaScript, HTML, C-Sharp, BASIC
Integrated Development Environment: jGRASP, Eclipse, Microsoft Visual Studios, Visual Studio Code
Artistic skills: Storyboarding, Gesture drawing, Figure Drawing, 2D Animation, 3D Animation, Game Narrative, Basic Animation Pipeline
Art/Animation Environment: Maya, Blender, Photoshop, Clip Studio Paint, Krita, VRoid Studio, Basic Animation Pipeline
Game Engines: Unity, Unreal Engine, Game Development Pipeline
Language: English, Latin, Japanese

Projects

2020-07 – Present　　**Independent Study to Make PC/Console Video Games**,
　　　　　　　　　　Genesis Evolution and Untitled Game
Exploration of large JRPG World-Building projects (In progress)
- Utilized storytelling methods and game designing principles to create two games: a 3D technologically advanced action-adventure game and a 2D/3D superpowered action-adventure game.
- Planning to begin development and build the 2D/3D assets, environment, etc. for each game in Unreal Engine and VRoid Studio.

2022-01 – 2022-02　　**Independent Study to Make PC/Console Video Games**,
　　　　　　　　　　HaloTripleX.cpp
C++ Practice game program
- Developed a simple number puzzle game in the Halo game world that involves Master Chief and Cortana hacking into an advanced computer lock which could only be accessed using valid number combinations using C++.

2022-06 – 2022-08　　**Team Effort to Make a PC Video Game**,
　　　　　　　　　　Dreamscape
Xbox Game Studios Game Camp Atlanta project (In progress)
- Currently working to develop a RPG, Adventure game where the protagonist falls asleep only to be transported to a dream world influenced by their reality.

Relevant Experience/Training

2016-03 – Present　　**Independent Study in Digital Art/2D Animation**
　　　　　　　　　　Clip Studio Paint Pro and Adobe Photoshop
- Practiced and developed digital artwork, design, and concept art by utilizing artistic fundamentals such as color theory, perspective, composition, form, value, and lighting
- Implemented the 12 Principles of Animation methods and developed short character animations

2014-06 – Present　　**Independent Study in Anatomy/Gesture and Figure Drawing**
　　　　　　　　　　Traditional Art
- Applied research of the human anatomy through pencil figure and gesture drawing.
- Implementing form and shading through charcoal and pencil tools

2014-06 – Present　　**Independent Study in 3D Animation**
　　　　　　　　　　Maya and Blender
- Researched tutorials and skills needing to master the software's development environment and tools

2021-09 – 2022-05　　**West Campus Housing Office, Georgia Tech**
　　　　　　　　　　Office Assistant
- Issue keys to residents and staff, respond to calls and emails, clerical duties, key audits, key racking, assisting housing staff and residents, assisting students with lock-outs/key issues

2022-06 – 2022-08　　**Xbox Game Studios Game Camp Atlanta 2022**
　　　　　　　　　　Game Creator Program
- Immersive, 10 week learning experience
- Hands on game development and open workshop
- Build a video game proof of concept and trailer