

Hannah Moran

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Education

Carleton College

Bachelor of Arts in Computer Science,
Minor in Digital Arts and Humanities.

Northfield, MN

Jun. 2024

University of Cambridge

History of Computing in England

Cambridgeshire, UK

Jun. 2022 - Aug. 2022

Coursework

Computer Science

Algorithms; Calculus II; Computability and Complexity; Computer Systems; Cryptography; Data Structures; History of Computing; Mathematics of Computer Science; Programming Languages; Design and Implementation; Software Design; Turing, Gender, and Computing.

Digital Arts

Advanced Photography; Art, Interactivity, and Microcontrollers; Computer Music and Sound; Constructed Image; Data Visualization; Fictional Worlds; Hacking the Humanities; Spatial Humanities.

Experience

Software Engineering Externship

Designed and implemented the React and Python frontend of a campus-wide marketplace for Carleton students in a two-week timeframe.

Carleton College

Northfield, MN

Nov. 2023 - Dec. 2024

Software Engineering Internship

Consistently contributed to the full-stack development of an enterprise-level application deployed to over 30,000 Best Buy corporate employees by collaborating with a team of international software developers to gain valuable experience with a React-Redux frontend and a SpringBoot backend.

Best Buy

Richfield, MN

Jun. 2023 - Aug. 2023

UI/UX Designer

Conducted self-driven user experience research for numerous applications to construct accessible and intuitive design screens to be implemented.

Hack4Impact

Northfield, MN

Sep. 2022 - Current

Access Services Assistant

Assisted library patrons and maintained an organized inventory of library material.

Gould Library

Northfield, MN

Aug. 2021 - Current

Communication, Outreach, and Social Media Externship

Developed a cohesive brand design for the non-profit's social media presence through familiar design tools such as Canva.

Concussion Alliance

Seattle, WA

Nov. 2021 - Dec. 2021

Skills

Design

Figma, Photoshop, Lightroom, Canva.

Programming

Python, C, C++, Java, Swift.

Web Development

React, Node.js, d3.js, HTML, CSS, Javascript, Typescript.

Tools

ArcGIS Pro, ArcGIS StoryMaps.

Projects

Senior Capstone: Ethical Hacking in Action

Jan. 2024 - Mar. 2024

Implementation of a hackable machine for penetration testing purposes. Designed to illustrate how SQL Injection, Rainbow Table Attacks, .git Folder Exploits, File Upload Attacks, and Setuid and \$PATH injection work and explore prevention.

Mapping Intercepted Radio Communication in WWII

Feb. 2024 - Mar. 2024

StoryMap website mapping undigitized, deciphered intercepted telecommunication intelligence gathered from British Y-stations to provide a snapshot of decoded information that the Allied Powers would've analyzed.

CarlMart

Nov. 2023 - Dec. 2023

User-friendly web application facilitating campus-wide buying and selling of items, collaborating with a three-student team under guidance of a Carleton College alumni, and ensuring a seamless and efficient marketplace experience for students.

Ivy: The Interactive, Fortune-Telling Robot

Oct. 2023 - Nov. 2023

Responsive sculpture depicting a robot that utilized Arduino hardware to carry a conversation with a user. Implemented facial expressions using a LCD, and prompted "Yes/No" questions to the user. Functionally, a finite state automata designed to be user-approachable.

Scheme Compiler

Oct. 2023 - Nov. 2023

Culminating project in Programming Languages, implemented in C.