HANNAH QIN

1300 Waterways Dr, Ann Arbor, MI 48108
hqin@umich.edu • (734) 358-8070
umich.edu/~hqin

EDUCATION

UNIVERSITY OF MICHIGAN
Literature, Science, and the Arts
Sept. 2014 - April 2018

- B.S. Computer Science, Minor in French
- Cumulative GPA: 3.64/4.00
- Relevant Coursework: Web Database and Information Systems, Graphic Design, Data Structures and Algorithms, Introduction to Computer Organization

WORK EXPERIENCE

ANCR LABORATORY
U-M Dept. of Naval Architecture
Software Developer Intern
Summer 2016 - present

- Developed a GUI using Python's TkInter module with two other students that allows users to design a network of nodes and edges representative of routing systems in naval architecture, used as a tool to accompany the lab's research
- Attended a conference in London with University College London and the Delft University of Technology to present my work and to better understand the concepts represented by our GUI
- Designing an updated, responsive website for the lab using Bootstrap

DTE ENERGY TRADING
Ann Arbor, MI
Summer Intern
Summer 2015

- Developed an interactive Gantt chart using D3.js used by the Gas Operations department to keep track of interruptions in pipeline activity—streamlining the process of gas trading
- Compiled weekly railroad freight data from Microsoft Excel into a relational database using C# and SQL for interpretation by quantitative analysts

EXTRACURRICULARS

ETA KAPPA NU (HKN)
U-M EECS Honors Society
Projects Officer
Fall 2016

- Organize and seek service opportunities in the Ann Arbor and U-M community for HKN members to participate in
- Collaborate with officer corps to ensure the smooth operation of HKN's various affairs, including running a café, hosting tech talks, and planning social events

SOLAR CAR TEAM
University of Michigan
Strategist
Summer 2015

- Learned complex simulation software developed by the team in previous years and modified the simulator to model the World Solar Challenge race given different parameters and goals
- Fixed database connections and wind modeling in weather prediction software, used to train strategists to determine the optimal speed at which to drive under given battery and weather conditions

PROJECTS

MOBILE GAME APP
Summer 2016

- Developed a cross-platform mobile game app with four other students using libGDX, a game development framework based in Java
- Designed and implemented main menu screen and settings screen

LOGO DESIGN
Fall 2016 - present

- BLUElab Biogas International Project Team
- Biomedical Engineering Society (BMES) at U-M

SKILLS / ADDITIONAL

PROGRAMMING LANGUAGES
DESIGN SOFTWARE
INTERESTS

- C++, Python, JavaScript, MATLAB, SQL, Java, C# (in order of proficiency)
- Fluent in Chinese; advanced level in French
- HTML/CSS, Adobe Photoshop, Adobe Illustrator, Adobe InDesign
- Git, LaTeX, Microsoft Office
- UI/UX design, graphic design, aerial silks, oil painting