

HANNAH NORMAN

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EDUCATION

Stanford University, Stanford, CA

Expected June 2025

Master of Science in Computer Science with Visual Computing specialization

- GPA: 4.04/4.00

Georgetown University, Washington, D.C.

May 2023

Bachelor of Science in Computer Science with Mathematics minor

- GPA: 3.99/4.00, Summa Cum Laude

University of St Andrews, St Andrews, Scotland

Fall 2021

TECHNICAL SKILLS

Programming Languages: (Adv) Python, C/C++, Java | (Inter) Objective-C, JavaScript, Kotlin, SQL | (Beg) HTML, R, Swift, C#, TypeScript

Software and Tools: Blender, Metal, Rhino, Fusion, Unity, OpenGL, React Native, MATLAB

PROFESSIONAL EXPERIENCE

Course Assistant

Sept 2024 - Present

Stanford University, Department of Computer Science | Stanford, CA

- CS148: Introduction to Computer Graphics and Imaging (Aut 2024)

Computer Graphics Engineer Intern

June 2024 - Present

Sileom | Sunnyvale, CA

- Contributed to early-stage startup bringing state-of-the-art finite element analysis simulation techniques to VR and AR environments
- Developed algorithms and robust tests for SDF and NURBS surface geometries, octree balancing, and implicit surface integration
- Validated existing surface modeling algorithms by leveraging knowledge in 3D computer graphics and computational geometry

Teaching Assistant

June 2020 - May 2023

Georgetown University, Department of Computer Science | Washington, D.C.

- COSC125: Computational Structures (Aut 2022, Spr 2023)
- COSC010: Introduction to Computer Science (Sum 2020, 2021)
- COSC030: Discrete Mathematics (Sum 2020, Spr 2021)

Software Engineer Intern

June 2022 - Aug 2022

Target | Minneapolis, MN

- Built backend of warehouse door assignments management application, enabling end-users to configure sitewide settings in real time
- Designed database structure, built database tables, defined API contracts, implemented each endpoint, and wrote unit tests

Software Developer Intern

June 2021 - Aug 2021

Protolabs | Maple Plain, MN

- Implemented front and backend fixes daily for continual improvement of live, customer-facing e-commerce website
- Wrote and debugged unit and automated acceptance tests to streamline integration of work items into website code repository

Software Quality Engineer Intern

May 2020 - Aug 2020

Protolabs | Maple Plain, MN

- Wrote, maintained, and executed tests in automation framework for e-commerce website, and performed end-to-end, functional, and regression testing on workflows to prepare for relaunch of the company's frontend and backend software systems

RESEARCH EXPERIENCE

Research Assistant

May 2021 - Dec 2022

Brown University, BATS Machine Learning Research Group | Providence, RI

- Investigated prompt engineering for zero-shot image classification models augmented with natural language supervision, such as CLIP
- Developed benchmarks for selection of auxiliary data to supplement limited labeled data available for few-shot image classification tasks, and harnessed structured knowledge to do so, while leveraging PyTorch, Scikit-learn, and Pandas libraries in Python

exploreCSR Student

Jan 2021 - May 2021

Brown University, Department of Computer Science | Providence, RI

- Competitively selected for exploreCSR: Socially Responsible AI for Computational Creativity program, sponsored by Google Research
- Implemented few-shot learning model for image classification tasks in Python and presented project at university's research symposium

HONORS AND AWARDS

Clare Boothe Luce Scholar

May 2021 - May 2022

Georgetown University | Washington, D.C.

- Awarded \$5000 merit-based research grant recognizing high-achieving women in science, math, and engineering