Hanna Pitino

(561) - 800 - 9423 • hapitino@gmail.com • hannapitino.com

EDUCATION

University of Central Florida **Class of 2025**
B.S. Computer Science
 Bright Futures Florida Academic Scholars Recipient | Provost Scholarship Recipient
Relevant Coursework
Computer Science I & II, Processes of OOP, Linear Algebra, AI in Gaming, Senior Design

SKILLS

Certifications: Microsoft Technology Database Fundamentals, HTML Industry certification
Platforms/Tools: Unity, Unreal Engine 5, Git, Azure, Jira
Programming Languages: C, C++, C#, Java, JavaScript, SQL, HTML/CSS
IT Constructs/Frameworks: OOPS, Data Structures, Algorithms, Bootstrap, React, ThreeJS

PROJECTS

Chess in Jswing | 2023
- Designed and implemented a 2-player chess game using Java and JSwing for graphical user interface development.
- Applied Object-Oriented Programming (OOP) principles to design game logic, including piece movements, board setup, and turn-based mechanics.

Echoes of Descent in Unity | 2023
- Engineered Echoes of Descent, a 3D horror game in Unity, featuring AI pathfinding, using Blender and C#. Implemented light, sound, and sanity detection systems; received "Best in Show" award.
- Created unique cutscenes to contribute to storytelling of the game; included animations of characters and asset models.

Find My Professors in React | 2024
- Designed and developed Find My Professors, a website which allows students to search for professors, providing an in-depth rating analysis on each professor to save students time based on "Rate My Professor".
- Utilized React and Chart.js to create responsive, visually appealing, and data-driven user interfaces.

Veilrunner in Unreal Engine 5 | 2024 - 2025
- Led a cross-functional team of 6 in the development of Veilrunner, a 2.5D auto-shooter built in Unreal Engine 5. Coordinated design, documentation, and technical development using Azure, Git, and Jira to maintain seamless collaboration throughout the development cycle.
- Orchestrated the development and implementation of procedural map and foliage generation systems.
- Authored comprehensive design documentation outlining AI enemy archetypes—including basic, elite, and boss variants by detailing behavior patterns, engagement tactics, and balancing strategies.

Roomfolio in Blender and ThreeJS | 2025
- Developed a 3D interactive portfolio utilizing Blender and ThreeJS, where each room component was modeled, textured, and optimized for real-time rendering.
- Integrated dynamic project showcases with interactive animations and responsive layouts, resulting in an immersive web experience.

EXTRACURRICULAR

Girls Who Code | Club Member 2023 - 2025
- Actively participated in project competitions hosted for girls in computer science, showing technical expertise and collaborative skills while advocating for gender equality in the tech industry