

Hans M. Slechta

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Profile

- Highly creative linguist and programmer
- Experienced and detail-oriented world-builder and storyteller
- Experience in Java, C++, Python, HTML, CSS, and JavaScript
- Experience with Google Suite, Zoom, and remote work
- Willing to learn new skills

Education

Boston University, Online, Expected August 2024

- MS in Software Development

Electronic Arts Virtual Experience Program on The Forge, November 2022

University of Georgia, Athens, GA, August 2022

- MA in Historical Linguistics, 3.85/4 GPA

Cornell University, Ithaca, NY, May 2020

- BA in Linguistics, Magna Cum Laude, 3.86/4 GPA
- Relevant Coursework: Data Structures and Object-Oriented Programming with Dr. David Gries; How to Build a Language; Multivariable Calculus; Linear Algebra; Differential Equations

Experience

Graduate Teaching Assistant at University of Georgia, Athens, GA, August 2021 – May 2022

- Created interactive lessons and activities
- Designed syllabus and original course materials, including homework, quizzes, and exams
- Helped students relate linguistics to their respective majors (computer science, physics, communication, history, engineering, etc.)
- Taught Introductory Linguistics to three sections with thirty undergraduates each

Video Room Assistant at Cornell University International Labor Relations School IT Dept., Ithaca, NY, November 2017 – May 2020

- Assisted professors and presenters with audio and video technology to create a successful distance learning experience (computers, projectors, microphones, cameras, Zoom, etc.)
- Collaborated with IT Dept. to troubleshoot technological challenges

Chimesmaster at Cornell University Chimes, Ithaca, NY, April 2017 – May 2020

- As Head Chimesmaster (May 2019 – May 2020): Led a team of ten Chimesmasters, scheduled special events, and communicated with university departments and organizations
- Wrote and arranged music for the chimes
- Planned and performed two or three concerts every week

Hobbies and Interests

- Game design: original ideas, design, gameplay development of strategy, sci-fi, and sports games
- Gaming: Civilization, Crusader Kings, Starcraft, Axis & Allies, and others
- Travel and language study: German, French, Sanskrit, Classical Armenian, Gothic, and others