

# Katherine Hellmann

❖ Portfolio: <https://katiehellmann.github.io/portfolio/>

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## EXPERIENCE

### Echoes: Vertically Integrated Project

January 2025 – May 2025

Web Developer

Rochester, NY

- Utilized multiple web development frameworks such as Node.js, Svelte, Vite, and TailwindCSS
- Employed Agile and Scrum methodologies to facilitate adaptive planning
- Consistently maintained code standards and quality and participated in code reviews
- Worked on a team of 4 collaboratively to curate the project website's design, development, and maintenance throughout the semester
- Utilized written and verbal communication to provide weekly standups and development updates

### Code Ninjas

May 2024 – Present

Lead Sensei

Rochester, NY

- Facilitated lessons using Unity, C#, JavaScript, Microsoft Makecode, Roblox LUA, Scratch, and Minecraft to teach fundamentals of programming to children aged 6-15
- Debugged and reviewed code within student-made games and applications
- Curated programming lesson plans and adapted curriculum to different age groups
- Assisted in managing a positive and supportive classroom space consisting of 6-24 children
- Used written communication to provide updates on student learning progression courteously with parents

## PROJECTS

### [Scare Parts - WolfJam](#) - Nexus.gg Award Winner

November 2024

- A Twitch-integrated, Ghost Busters-inspired, action-shooter game made with Unity, C#, and GitHub
- Expanded personal knowledge of WebSockets, Twitch API, and networking protocols
- Coordinated with a team of 8 other peers, focused on integrating Twitch IRCs to create unique Unity Events based on Twitch chat commands

### [Chappell Roan-Inspired Audio Visualizer](#)

November 2024

- A web application utilizing Canvas API that dynamically visualizes Chappell Roan songs; developed with JavaScript, Canvas API, HTML, and CSS
- Worked solo and focused on expanding personal knowledge of Web Development, JavaScript, and API integration

## SKILLS & INTERESTS

**Technical Skills:** C#, C++, JavaScript, HTML5, CSS, Node.js, TypeScript, Svelte, React, TailwindCSS, RESTful APIs, Unity, Version Control, Git, GitHub, Visual Studio, Jira, Trello, Web Development, Game Development, Debugging, User Interface, User Experience, Heroku, Microsoft Office, Slack

**Soft Skills:** Team Collaboration, Project Management, Presentation Skills, Written Communication, Time Management, Conflict Resolution, Collaboration, Problem Solving, Flexibility, Attention to detail

**Interests:** Casual Video Games, Digital Drawing, Baking, Jewelry Making, Gardening

## EDUCATION

### Rochester Institute of Technology

Expected May 2025

Bachelor of Science, Game Design and Development, Minor in Business Administration

Rochester, NY

- Summer Semester Study Abroad in Zagreb, Croatia
- GPA: 3.41; Dean's List
- Organizations: Electric Vehicle Team Operations - Sponsor Relations and Social Media Marketing Manager