

Kylie Hammett

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Education

Bachelor of Science in Computer Science and Systems

University of Washington Tacoma (UWT)

June 2025

- From February 2025 as the student representative and after June 2025 as a volunteer, I worked with the School of Engineering and Technology (SET) to create a Game Design Concentration.

Project Experience

AI and Game Development Research: *UWT (SET)*

March 2025 - Present

- Creating an individual research project (with the ability to pursue the research as a side project for at least most of 2025) about **How can AI be used to make video games more accessible for those with hearing or sight-related disabilities?**

Unity/HTML: *Game Development Club @ UWT* President; Treasurer

October 2022 - June 2025

- Led a team of 12 to revive a Tri-Campus Game Jam for UW Tacoma, Bothell, and Seattle, and a team of 10 to create a 2D-Platformer with Unity, GitHub, & LibreSprite.
- Co-led a team of 20 to build a community-based hackathon (UHackathon), a team of 10 to create a University of Washington-wide Game Jam using itch.io, and a team of 10 to create an HTML/CSS club website with GitHub & Visual Studio Code.

***IEEE UWT Student Branch* President; Secretary; General Officer**

October 2022 - June 2025

- Led a team of 6 in building, designing, and programming a xylophone-playing robot and organized RC and autonomous robot projects.
- Designed with 2 peers, a robot's communication system with an ESC device connecting the motors and a Raspberry Pi to prepare the robot's program-based actions.

JavaScript/HTML: *Grandmas vs. Unhappiness*

January 2025 - March 2025

- Created with a group an auto-battler web-based RPG using Visual Studio Code, web developer tools, GitHub, a wiki page in Markup, and an original soundtrack using GarageBand, DaVinci Resolve, and YouTube.

HTML/JavaScript/SQL: *MixView Planner*

October 2024 - December 2024

- Created with a group, a website database where users can create schedules with event priority using Google Cloud Platform, PHPMyAdmin, Visual Studio Code, and GitHub.

Java/JavaFX: *Dungeon Adventure Game*

April 2024 - June 2024

- Programmed a maze traversal adventure game as a part of a three-person team utilizing IntelliJ, GitHub, and Git. Focused on the JavaFX user interface, the inheritance hierarchy in the Model View Controller design pattern, code debugging, & model code unit testing.

Work Experience

Registered Student Organization (RSO) Coordinator for Promotions and Partnerships - *University of Washington Tacoma Center for Student Involvement*, Tacoma, WA

September 2023 - June 2025

- Developed updates and solutions to improve the Center for Student Involvement's RSO website's efficiency and debugged Python code and terminal commands to aid in service automation.
- Gained skills in areas such as graphic design, web development, and analytical skills, using software like Microsoft Suite, Canva, and Drupal, facilitating meetings, customer service, and event planning.
- Designed and wrote an ongoing biweekly newsletter for over 500 people, led meetings to help 60+ clubs start, debugged Python code, and co-created multiple 200+ attendance community events.
- Served as a Co-Chair for the 2024-2025 & 2023-2024 ASUWT RSO Committees, a voting member of the 2024-2025 UWT Council for Campus Engagement, and a member of the 2024-2025 & 2023-2024 University/Tacoma Center YMCA Advisory Councils.

Activities and Achievements

University of Washington Tacoma Husky Volunteers 2024 Silver Medallion Recipient

***IEEE Rising Stars*, IEEE Region 6 (Western USA) - Volunteer**

February 2025 - Present

- Volunteered on the website and publicity teams in website development using WordPress, graphic design using Canva, and video editing using DaVinci Resolve.

Autumn 2023/Spring 2024/Winter 2025 Puget Sound Programming Competition (PSPC)

Contestant

- For Spring 2024, placed 3rd with a team of two peers out of 21 teams.

***2024 ICPC Pacific Northwest Regional Contest* - Division I Participant**

November 16th, 2024

***2023 ICPC Pacific Northwest Regional Contest* - Division II Participant**

February 24th, 2024