Kirsten Springer | UI Programmer

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Skills

Programming Languages: TypeScript, JavaScript, Python, C#, C++, C, HTML, CSS
APIS/Frameworks: React, OpenGL, QT, Fluent UI, Socket.io, WS, MSAL
Software: Unity, Unreal Engine, Adobe Suite (Photoshop, Illustrator, Premiere, InDesign), Figma, Mural, Autodesk Maya, Microsoft Office products (Excel, Word, Outlook, PowerPoint)

Professional Experience

Mojang Studios, Software Engineer Intern : Minecraft Education Team | *May 2023 – August 2023*

- Designed, implemented, and iterated on a responsive and easy to navigate web application version of Minecraft Education's Classroom Mode
- Assessed flaws in the current Classroom Mode version that are hindering teachers and apply the knowledge to my new design
- Successfully connected the web application to several backend services to specific player data using Axios
- Connected Classroom Mode's web application to a Minecraft game client in real time by creating a WebSocket Server in JavaScript
- Modified service and game client code to communicate more effectively with the web Classroom Mode
- Handled several authentication libraries such as MSAL to ensure trusted users can access data safely and preventing malicious users

Mojang Studios, Software Engineer Intern : Test Automation Team | *May 2022 – August 2022*

- Designed a new web application for an internal developer tool to increase the speed of user workflow while building and testing over 50 different versions of Minecraft
- Spoke with Engineers across several teams to acquire feedback on what would make their workflow most efficient and then iterated on the UI for the Web application according to the feedback
- Self-taught knowledge of React and Typescript to develop web applications that users can navigate efficiently
- Led several code-review sessions of my product to ensure users will have the best possible experience
- Learned Microsoft's build and deployment processes for online services through Azure

Microsoft, Software Engineer Intern : Excel Alpha | May 2020 – August 2020, *May 2021– August 2021*

- Scripted a new version of Excel's Data Filter Tool across all versions of Excel (Win, Web, Mac, Mobile)
- Ensured each platform's version behaved with the same expected behavior and same visual interaction so users will have the same experience across devices

Indie Games/Projects

Wretched Depths, UI and Systems Engineer, Marketing Lead | *October 2022 – May 2023*

- Designed and implemented key UI features in Unity including a fish catalog interface to drive player engagement in catching all available fish
- Developed and iterated on a dynamic fog system to immerse the player in the mysterious and uncomfortable setting of the game
- Self-taught knowledge of profiling tools to identify problem sections of code and reduce computer resource consumption by 20% to allow our game to run on a broader spectrum of devices
- Took on a lead marketing role and developed a marketing campaign which led to 20,000 impressions, over 3,000 downloads with a 90% wish list to download conversion, and a 99% positive review score

Education

Bachelor of Science (BS) in Computer Science with an emphasis in Entertainment Arts Engineering
University of Utah, Salt Lake City, Utah – 2019-2023