

Melanie Hall

PO Box 125 • Wildwood, GA 30757 • c. 406.868.2966 • t.melanie.l.hall@gmail.com • www.linkedin.com/in/t-melanie-l-hall

SUMMARY

Computational Media graduate with problem solving capabilities, a creative vision, and self-starter persona. Incorporates technical capability with project management from the Georgia Institute of Technology. Proven experience in leadership, time management, and organizational skills. Able to provide employers with professional communication skills and reliability.

PROJECTS

Unity 3D Video Game January 2019 – April 2019

- Crafted a two-level video game with a group of six and was one of the team's two producers.
- Acquired more knowledge of Unity's interface while heading the UI development, conceptualizing level and environmental design, and enhancing cognitive flow for gameplay.
- Programmed the interaction and physics between the player and the environment using C#.

College Data Visualization April 2019

- Created a visual representation of numerical college data; coded using HTML/CSS for front-end development and Javascript for back-end development.
- Gained a proficient understanding of Javascript and the D3.js library by incorporating interactive visuals and tools like scatterplots, brushing and linking, and filtering.

"Hot or Not" Film October 2018 – December 2018

- Shot a short, fictional film with a six-member crew with a focus on production crew roles and the elements and principles of film form.
- Gained a skill in cinematography and proficiency with the Canon EOS C100, RODE VideoMic, and shoulder mount equipment.

Georgia Tech Echo Dot Integration Project – (Junior Design) January 2018 – December 2018

- Oversaw a group of five for a pilot program and coordinated with the client as team liaison.
- Followed agile project management fundamentals for prompt work delivery to the client and in achieving a minimum viable product.
- Used Amazon's Alexa Skills Kit to create a skill for mapping spoken utterances to the desired intents.

"Heaven Admissions Process" Film August 2018 – October 2018

- Produced a short film with a six-member crew while exhibiting newly acquired knowledge in film concepts.
- Brainstormed ideas as the production designer to find and/or create props to better portray the style and look of the film.

None of the Above Documentary Film May 2018 – August 2018

- Recorded sound and edited for a four-member crew documenting the controversy surrounding the Atlanta Public Schools cheating scandal.
- Learned the audio basics of documentary filming and usage of equipment such as the TASCAM DR-40X Handheld and Sony UWP-D11 Integrated Digital Wireless Lavalier Microphone.
- Acquired knowledge in Adobe Premiere Pro for editing.

"Fireballs" GameBoy Advanced (GBA) Game August 2017 – December 2017

- Developed an individually based GBA project utilizing the VisualBoyAdvanced emulator for gameplay.
- Created story elements and artwork using the bitmap editor, Usenti.
- Coded game mechanics, scene transitions, and UI using C.

"Where's My Stuff?" Android Application

May 2017 – August 2017

- Led the front-end development by devising a cohesive, visually appealing UI for better user experience.
- Conducted user testing to further improve the application's interface.
- Designed the logo by hand and further edited it in Adobe Photoshop.

"Chalk Talk" Drawing Video Game

November 2016

- Constructed the game mechanics and UI for a two-player game using Processing's Javascript port, Processing.js.
- Designed in-game scenes using Adobe Photoshop.

WORK EXPERIENCE

RWM Technologies, LLC – (Lead Package Handler/Trainer)

August 2019 – Present

- Leads packing line operations; ensures orders are processed in accordance with company procedures and on schedule.
- Responsible for training new employees in documentation procedures and safe equipment operation.
- Coordinates resolution of packaging deficiencies and issues with the quality control department prior to shipping.

EDUCATION

Georgia Institute of Technology

May, 2019

Bachelor of Science – Computational Media

HONORS

- Selected to represent Georgia Tech at the 2015 Grace Hopper Celebration, the world's largest gathering for women in technology.
- Dean's List: Fall 2015, Fall 2017, Summer 2018, Fall 2018, Spring 2019.

COMPUTER SKILLS

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|-----------------|------------|----------------------|
| • Java | • C | • Windows, Mac OS |
| • Javascript | • C# | • Adobe Photoshop |
| • D3.js | • HTML/CSS | • Adobe Premiere Pro |
| • Processing.js | • Python | |

RELEVANT COURSEWORK

Undergraduate: Computer Graphics, Data Structure & Algorithms, Documentary Film, Info Visualization, Junior Design, Media Device Architectures, Object-Oriented Programming, Objects & Design, Project Design, Technical Communication Strategies, Video Production, Visual Design.

OTHER

- Previous job experience listed in detail on LinkedIn profile.
- References available upon request.