#### **MELANIE MOENNING**

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# **EDUCATION**

### Georgia Institute of Technology

Atlanta, Georgia August 2017-Present

• Computational Media: Games and Media

• GPA: 3.42

Portfolio Website: https://mmoenning3.github.io/MelanieMoenningPortfolio/

#### RELEVANT COURSEWORK

# Georgia Institute of Technology

Atlanta, Georgia

- Junior Design: Agile software development methodology, design documentation, HTML5, AWS, CSS, Figma
- Device Architecture: coding in C to create computer games on a Gameboy Emulator
- Data Systems and Algorithms: recreate the data systems of Java keeping Big-O at the front of mind.
- Introduction to Object Oriented Programming: code in Java
- Game Studies: create, play, and critique games through a feminist lens
- Computer Graphics: TypeScript, JavaScript, GLSL
- Intro to Computational Media: learn A-frame, HTML, CSS, JavaScript

#### **WORK EXPERIENCE**

#### **Production Assistant at FableVision Studios**

**Boston, Massachusetts** 

Oversee and facilitate the creation of videogames and animations with our main user being children

January 2022-Present

- Work with developers, artists, UI/UX designers and clients throughout game creation process.
- Use of Smartsheet, Git, Basecamp, Google Drive allowing for efficient planning communication and implementation with our clients and internal team.

**Nanny** 

Atlanta, Georgia

Caretaker for two children under the age of four.

June 2020-May 2022

• Using imagination, provide a safe and fun environment where children learn communicative skills, and emotional intelligence.

## **Howard School Aftercare Worker**

Atlanta, Georgia

Aftercare teacher August 2019- May 2020

• Provided lower-school students with an opportunity to have constructive learning experiences in education, social recreation, health and fitness activities and artistic creativity after school.

**Highland Bakery** 

Atlanta, Georgia

Barista
Worked along with teammates to serve customers drinks in a fast-paced environment.

Globalscope

September 2019 -May 2020

Intern at a student fellowship group at the University of Queensland (UQ) in Australia

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February 2019-July2019

Initiate and lead events for the campus fellowship while developing relationships with other students.

# FACET Medical Technologies

Atlanta, Georgia

Brisbane, Australia

Industrial and Systems Engineering Co-op

August 2018-December 2018

• Studied current and then redefined the procedures to decrease overpackaging percentages.

### **PROJECTS**

## Write a Letter: Web-based Educational Game

Atlanta, Georgia

A web-based application, titled Write a Letter created using Figma, JavaScript, HTML and CSS.

August 2021- Current

Collaborated with colleagues to research, design, and code an application that helps children learn to read and write.

#### A life in the Day of: Interactive Narrative

Atlanta, Georgia

A game, titled <u>A Life in the Day of...</u> coded in Twine with added CSS.

December 2021

• Created original story concept, drew graphics, wrote storyline, and coded in Twine.

# Halen's Great Dino Adventure: Game Boy Emulator Game

Atlanta, Georgia

A game, titled Halen's Great Dino Adventure coded in C.

May 2021

- Original concept and pixel art design.
- Personally coded and created all game mechanics.

# ACTIVITIES

### **Climbing Group**

Atlanta, Georgia

• Top-rope and Boulder weekly with other Georgia Tech students.

January 2019-Present

#### SKILLS/INTERESTS

Interests: coding, the relationship of people and technology, game and character creation

Skills: Java, Python, C, HTML, HTML5, CSS, JavaScript, TypeScript, React, Figma, GitHub, Video Game creation, Microsoft Office