

MELANIE MOENNING

<https://mmoenning3.github.io/MelanieMoenningPortfolio/>

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EDUCATION

Georgia Institute of Technology

Atlanta, Georgia

- Computational Media: Games and Media; GPA: 3.42

August 2017-Present

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 the 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*

SKILLS/INTERESTS

Interests: coding, the relationship of people and technology, video game creation, travelling, working on a team,

Skills: Java, Python, C, HTML, HTML5, CSS, JavaScript, TypeScript, React, Figma, GitHub, Microsoft Office, Smartsheet, Basecamp, AWS, A-Frame

WORK EXPERIENCE

FableVision Studios

Boston, Massachusetts

Production Assistant of video games and animations

January 2022-September 2022

- Produced a total of eight games/animations by working with developers, artists, UI/UX designers and clients.
- Collaborated with clients to identify and define game requirements and relayed this information through Game Design Documents and Content Documents as well as standup meetings with colleagues.
- Used Smartsheet to create schedules for project timelines. Collaborated through Git with our artists and developers to share assets. Communicated with our clients on Basecamp to deliver versions of projects and help clients remain on schedule.

Nanny

Atlanta, Georgia

Caretaker for two children under the age of five

June 2020-Present

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

Globalscope

Brisbane, Australia

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

February 2019-July 2019

- Initiate and lead events for 30 students while also developing relationships with them.
- Planned curriculum for small group and large events.
- Member of leadership team consisting of nine other staff members.

FACET Medical Technologies

Atlanta, Georgia

Industrial and Systems Engineering Co-op

August 2018-December 2018

- Studied current packaging procedures through observation and testing on the production floor.
- Redefined packaging procedures to decrease overpackaging percentages through analysis of data and the designing of a more accurate part for the Lancet machine.
- Worked closely with five Mechanical and Industrial Engineers, as well as two Engineering Co-ops.
- Wrote Installation Qualifications for stamping equipment.
- Presented findings to manager and the board of FACET Medical Technologies.

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-May 2022

- Collaborated with colleagues to research, design, and code a learning-based assessment application helping kids learn to write.

A Life in the Day of: Interactive Narrative

Atlanta, Georgia

A game, titled A Life in the Day of... coded in Twine with added CSS.

August 2021-December 2021

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

Halen's Great Dino Adventure: Game Boy Emulator Game

Atlanta, Georgia

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

January 2021-May 2021

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

ACTIVITIES

Climbing Group

Atlanta, Georgia

- Facilitate and participate in a Top-rope and Boulder group with fellow Georgia Tech students.

January 2019-Present