MELANIE MOENNING

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EDUCATION

Georgia Institute of Technology

Atlanta, Georgia

Computational Media August 2017-Present

GPA: 3.21

GitHub account name: mmoenning3

RELEVANT COURSEWORK

Georgia Institute of Technology

Atlanta, Georgia

- 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
- Intro to Computational Media: learn A-frame, HTML, CSS, JavaScript

INTERNSHIPS

Globalscope Brisbane, Australia

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

February 2019-July2019

Develop relationships with students.

Initiate and lead events for the campus fellowship

FACET Medical Technologies

Industrial and Systems Engineering Co-op

Atlanta, Georgia

August 2018-December 2018

- Generated and revised work instructions to define manufacturing processes.
- Wrote Installation Qualifications for stamping equipment.
- Studied current and then redefined the procedures to decrease overpackaging percentages.

WORK EXPERIENCE

Nanny Atlanta, Georgia

Caretaker for two children under the age of four.

June 2020-October 2021

Using imagination, I provide a safe and fun environment where the children learn communicative skills, emotional intelligence and how to take care of themselves.

Howard School Aftercare Worker

Atlanta, Georgia

Aftercare teacher

August 2019- May 2020

September 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.

PROJECTS

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.

End of Semester Game

Atlanta, Georgia

A game coded in Java Script, HTML, and CSS about our school mascot

December 2020

Created the icons/characters for the game on Adobe Illustrator.

Collaborated coding through GitHub.

ACTIVITIES

Campus Christian Fellowship

Atlanta, Georgia

Lead activities alongside the staff, cultivate relationships with classmates. **Climbing Group**

August 2017-Present 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: Microsoft Office, Java, C, HTML, CSS, JavaScript, TypeScript, video game creation, website creation