

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*
- Data Systems and Algorithms: *recreate the data systems of Java keeping Big-O at the front of the mind*
- Introduction to Object Oriented Programming: *fundamentals of Java*
- Intro to Computational Media: *A-frame, HTML, CSS, JavaScript*
- Intro to Artificial Intelligence: *explore the main topics of AI, and learn program skills to create intelligent artifacts*

SKILLS

Programming: Java, Python, C, HTML, HTML5, CSS, JavaScript, TypeScript, React, AWS

Prototyping/Design: Figma, Adobe Illustrator, Adobe Photoshop, A-Frame

Project Management: Smartsheet, Basecamp, GitHub

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, Content Documents, and standup meetings with colleagues.
- Used Smartsheet and Basecamp to create schedules and communicate project timelines to ensure deadlines were met.

Globalscope

Brisbane, Australia

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

February 2019-July 2019

- Initiated and led events for 30 students while also developing relationships with them to foster a welcoming environment.
- Planned curriculum for events which included public speaking, group discussions and the sharing of beliefs.
- Member of team consisting of ten staff members where the skills of communication, prioritizing and organization were prioritized.

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 to then improve upon the procedure.
- Redefined packaging procedures to decrease overpackaging percentages through analysis of data and the designing of a more accurate part for the Lancet machine.
- Wrote Installation Qualifications for stamping equipment to keep systems and procedures well documented.
- Worked closely with five Mechanical and Industrial Engineers, as well as two Engineering Co-ops, with a presentation of findings to manager and the board members 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 to with writing proficiency.
- Currently application is in the process of going live on the client's site where other literacy games are also hosted.

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 added CSS to help people experience what a day in the life of a person with Dyslexia can be like and aims for understanding and empathy.

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 which led to a game was that more able to represent the dreams of the child from whom this game was inspired.
- Personally coded and created all game mechanics in a total of five months with a final presentation of the overall process and finished product.

ACTIVITIES

Climbing Group

Atlanta, Georgia

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

January 2019-Present