

Hannah Rogers

rogers.h@northeastern.edu | (609) 915-1170 | rogershannah.github.io | Local: Boston, MA | Permanent: Hamilton, NJ

EDUCATION

NORTHEASTERN UNIVERSITY, Boston, MA

2017 - present

Khoury College of Computer Sciences

Expected 2022

Candidate for BS in Computer Science and Media Arts

Related Courses: Managing Software Development, Game Programming, Algorithms and Data, Programming in C++, Database Design, Object-Oriented Design, Fundamentals of Computer Science, Discrete Structures, Linear Algebra, Animation 1, Animation Basics, 2D/3D/4D/5D Fundamentals

Honors: GPA 3.8/4.0, Dean's List

Leadership/Activities: Girls Who Code College Loops (Vice President, Secretary), Khoury College NU.in Representative, NU Women's Club Water Polo, NU Women in Tech, 2018 ACM Tapia Conference, Girls' LEAP, Greece Study Abroad, Husky Volunteer Team

COMPUTER KNOWLEDGE

Languages/Libraries: Java, SQL, Html/CSS, C#, C++, JavaScript, jQuery, React, Vue, PHP, Bootstrap, Python

Systems: Windows, MacOS, Android, Linux

Software: IntelliJ, Android Studio, Eclipse, PostgreSQL, Git, SVN, Sublime Text, Visual Studio Code, Unity, Maya, Blender, Microsoft Office, Solr, G Suite, Adobe: Illustrator, Premier, After Effects, Photoshop, InDesign, SketchUp, Corel

WORK EXPERIENCE

Poloniex, Boston, MA, *Software Development Co-op*

January 2020 - Present

- Contributed to the migration of the platform from PHP to Vue by taking requirements from the design team to implement new and refactor and maintain old functionality
- Successfully worked on the creation of a brand-new page that simplified and combined several legacy pages, as well as assisted on the redesign of 3 other webpages
- Developed and implemented functionality using a third party library for dynamically charting cryptocurrency markets
- Implemented API changes to standardize calls and data retrieval, created endpoints to retrieve newly needed information, and used them to implement new features to design requirements
- Utilized AWS and Docker while working to manage the UX components using HTML, CSS, JS, and Vue, and APIs that power the site using PHP, TypeScript, and SQL

3XR, Boston, MA, *3D Modeling Artist*

January 2020 - March 2020

- Created 3D assets for augmented and virtual reality using custom modeling and photogrammetry
- Produced 3D models for clients using Blender

PowerAdvocate, Boston, MA, *Software Development Co-op*

January 2019 - June 2019

- Communicated with product owners to implement new features and feature changes
- Pair and mob programmed with employees to add requested functionality to products using jQuery, React, Java, and SQL
- Collaborated with teammates in a Scrum environment and its transition into Kanban to deliver stories
- Reviewed, debugged, and tested code in Java and JavaScript using Jasmine, Jest, and Enzyme
- Contributed to overhaul of the Market Intelligence product to reinvent and build new components using a React, Spring MVC, and Oracle DB stack

Northeastern Makerspace, Boston, MA, *Laser/3D Printer Monitor*

September 2019 – March 2020

- Operated Ender3 Prro and Makerbot 3D printers with SketchUp and Full-Spectrum and Spirit laser cutters with CorelDraw, and conducted preventative maintenance and service on machinery
- Taught and assisted students when using software and operating machinery, while ensuring student safety

PROJECTS

Mellifera, CS3540: *Game Programming*

June - July 2020

- Worked in a team to design and develop a 3D Unity game using the Unity UI Engine and scripting in C#
- Created assets, animated models, and implemented a finite state machine for non-player character behavior
- Collaborated with team members for level design, game states, and player implementation

Multi-Function Timer, *Personal project*

August 2019

- Developed a multi-fragment timer app with countdown timer, pomodoro timer, and stopwatch utilizing Java
- Implemented navigation to easily switch from one feature to another