

Hannah Rogers

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Permanent Address

7 Catawba Drive
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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 & Data, Programming in C++, Database Design, Object-Oriented Design, Fundamentals of Computer Science 1&2, 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 (Secretary, Vice President), 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, Maya, Blender, Unity, 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

- Contribute to the migration of the platform from PHP to Vue
- Implemented API changes to standardize calls and data retrieval
- Utilize 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 - Present

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

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

January 2019 - June 2019

- 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
- Contributed to overhaul of the Market Intelligence product to reinvent and build new components using a React, Spring MVC, and Oracle DB stack
- Reviewed, debugged, and tested code in Java and JavaScript using Jasmine, Jest, and Enzyme

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

September 2019 - Present

- Operate 3D printer and laser cutter, and conduct preventative maintenance and service on machinery
- Teach and assist students when using software and operating machinery, while ensuring student safety

PROJECTS

Mellifera, *Game Programming* (hackathon at the University of Massachusetts Amherst)

June-July 2020

- Worked in a team to design, and develop a 3D Unity game
- Created assets, animated models, and implemented a finite state machine for NPC behavior
- Collaborated on level design, game states, and player implementation

Multi-Function Timer

August 2019

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