

Hannah Rogers

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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: Foundations of Software Engineering, 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

GPA/Honors: GPA 3.8/4.0, Dean's List

Leadership/Activities: Girls Who Code College Loops (Vice President, Secretary), Khoury College NU.in Representative, Peer2Peer Mentor, NU Women's Club Water Polo (Treasurer), 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, TypeScript, 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 Creative Suite (Illustrator, Premiere Pro, After Effects, Photoshop, InDesign), Trello, Jira, Asana, SketchUp, Corel

WORK EXPERIENCE

Intel, San Francisco, CA, *Olympics Software Engineering Co-op*

January 2021 - July 2021

- Contributed to the development of the broadcast and coaching products on the Olympics Technology Group
- Gathered historical Olympics data and wrote scripts to test graphics capability of data visualization application and the broadcast pipeline's data generation, and collaborated on their improvements
- Collaborated with teammates to implement an algorithm for smoothing skeletal data gathered from motion capture to generate an accurate 3D model and animation

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

January 2020 - June 2020

- 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 25% of the legacy site's pages, as well as assisted on the redesign of 70% of the website
- 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

January 2019 - June 2019

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

- 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 to be used across the entire site using a React, Spring MVC, and Oracle DB stack

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

September 2019 – March 2020

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

PROJECTS

Mellifera, CS3540: *Game Programming*

June 2020 - 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