Hannah Rogers

rogershannah99@gmail.com | (609) 915-1170 | rogershannah.github.io | Hamilton, NJ

EDUCATION

NORTHEASTERN UNIVERSITY, Boston, MA
Khoury College of Computer Sciences 2017 - Present
Candidate for Bachelor of Science degree in Computer Science and Media Arts *Expected 2022*
Candidate for Master of Science degree in Computer Science *Expected 2023*
Related Courses: Human/Computer Interaction, Computer Graphics, Foundations of Software Engineering, Game Programming, Algorithms and Data, Programming in C++, Database Design, Object-Oriented Design, Discrete Structures, Linear Algebra,Virtual Environment Design, Animation 1 & 2, Animation Basics
GPA/Honors: GPA 3.8/4.0, Dean's List
Leadership/Activities: NU Women's Club Water Polo (Treasurer), Girls Who Code College Loops (Vice President, Secretary), Khoury College NU.in Representative, Peer2Peer Mentor, , NU Women in Tech, 2018 ACM Tapia Conference, Greece Study Abroad, Husky Volunteer Team

COMPUTER KNOWLEDGE

Languages/Libraries: C++, C#, Java, OpenGl, WebGL, GLSL, Python, JavaScript, TypeScript, jQuery, React, Vue, Html/CSS, SQL, PHP, jUnit, Jasmine, Chai
Systems: Windows, MacOS, Android, Linux
Software: IntelliJ, Eclipse, Visual Studio Code, Unity, GIT, Android Studio, PostgreSQL, SVN, Sublime Text, Maya, Blender, Houdini, Solr, Adobe Creative Suite, 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 using Python, C++, and Unity 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

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

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

Interactive Bee Scene, *CS5310: Computer Graphics* December 2021
- Utilized C++, OpenGL, SDL, and GLSL to create and render a scene of bees in a honeycomb space that can be navigated around by a user
- Developed an OBJ Wavefront parser, implemented shading, normals, framebuffers, and blending