Sara Hanson

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OBJECTIVE

Obtain an internship where I can apply my research experience, develop innovative applications, and delve into new and cutting-edge technologies.

EDUCATION

University of Southern California, Los Angeles, CA
Viterbi School of Engineering (Graduation: May 2021)
Bachelor of Science, Computer Science Games
Presidential Scholar, W.V.T Rusch Engineering Honors Student
GPA: 3.962

TECHNICAL SKILLS

C++, C#, Python, JavaScript, Node.js, React; Unity 3D, VR development - GearVR, Oculus Go, Oculus Rift, HTC Vive

WORK EXPERIENCE

Vanderbilt University School of Engineering, Nashville, TN
Learning in Virtual Environments Lab, Researcher (Summer 2018 - Present)
- Led research project on navigation in mobile VR environments
- Developed groundbreaking Walking-In-Place algorithm for the GearVR S7, S8, and Oculus Go
- Advanced current Walking-In-Place algorithms with research in convolutional neural networks

Vanderbilt University School of Engineering, Nashville, TN
Learning in Virtual Environments Lab, Research Assistant (Summer 2017)
- Programmed and implemented resetting for virtual Tübingen in the HTC Vive using Unity 3D, C#
- Developed two pit environments for the HTC Vive
- Developed a quasi-Tilt Brush environment for schizophrenia research in conjunction with Psychology Dept.

PROJECTS

Beatcaster Advanced Game Project (Summer 2018 - Present)
- Developer for USC Beatcaster AGP
- Researching and developing a rhythmic freeform AR game for live-interaction and gameplay with DJ sets

Charles John Quarto Website, Full Stack Developer (Summer 2018 - Present)
- Independently contracted full-stack developer for RCA poet-songwriter Charles John Quarto
- Designed aesthetic for website, music, and poetry sales content
- Built out full functionality for website from the ground up

Athena Hacks Princess Peach Game, Game Developer (Spring 2018)
- Created a prototype for a modified Mario Bros with Princess Peach as the lead character
- Developed full Mario level in 5 hours with no previous experience of 2D Unity games

ACTIVITIES

VRSC, University of Southern California (Fall 2017 - Present)
- Executive Board of Virtual Reality at USC (VRSC) - Operations and Incubator Curriculum Development Lead
- Leading an initiative through UNVR to expose girls in the LA area to Virtual Reality
- Building a curriculum for teaching Unity for VR/AR development with an emphasis on games

FemFest Marketing Director - Web Content, University of Southern California (Spring 2018 - Present)
- Lead marketing director for the USC's annual female-empowering music festival
- Responsibilities include building website, designing graphics, and managing web content

Society of Women Engineers, University of Southern California (Fall 2017 - Present)
- Mentored female computer science high school senior throughout college application process

KXSC Student Radio, University of Southern California (Fall 2017 - Present)
- *Girls Just Wanna Have Fun* host - DJ for weekly female-centric radio show