

# Sara Hanson

sdhanson@usc.edu • Los Angeles, CA • [www.linkedin.com/in/sara-hanson-usc](http://www.linkedin.com/in/sara-hanson-usc)

---

## 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