Veronica Hanus

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LINKS

Github:// **vzhz**
Blog:// **vzhz.github.io**
LinkedIn:// **veronicahanus**
Twitter:// **@veronica_hanus**

SKILLS

PROGRAMMING

Over 1000 lines:
Python • LaTeX
Over 500 lines:
HTML • CSS
Familiar:
JavaScript • MongoDB
MATLAB

PROJECTS

Function Generator | JavaScript
facilitates cross-dataset comparisons of climate data using JavaScript, jQuery, HTML, Mako, TurboGears 2, Python, & MongoDB

Geography Game | Python
memory game with a command line interface a terminal written in Python that uses modular, recursive functions, object-oriented programming, and automated unit testing

Prime Finder | Python
performs prime factorization using recursive, object-oriented programming

Sierpinski Triangle Generator | Python
calucations in Python and visualization in PyGame, optionally slowing the construction to ease understanding

EDUCATION

COLGATE UNIVERSITY

BA in Geology | 2010
Alumni Memorial Scholar Fellow

CERTIFICATIONS

Licensed Private Pilot
Emergency Medical Technician
Wilderness First Aid Certified

EXPERIENCE

RECURSE CENTER | Programmer

Sep 2015 – Dec 2015 | New York City, NY

- Full-time, three month educational retreat
  Individual focus on Python and programming principles

RESEARCH

SCHLUMBERGER | Research Engineer

Mar 2014 – Dec 2014 | Cambridge, MA

- Validated software-derived mineralogy results with lab data for clients, using domain knowledge of regional geology of a variety of formations to confirm lab results
- Rebuilt mineral sample standards library, increasing the number of standards from 34 to 75, more than doubling the number of minerals that could be used to calibrate instruments and allowing better mineral identification

MIT PALEOMAGNETISM LABORATORY | Research Assistant

Jan 2012 – Oct 2013 | Cambridge, MA

- Adapted lab procedures to allow single-clast terrestrial samples to be measured for the first time
  Saved over 30 hours of labor per run by introducing silicone fittings to allow 200 disk-mounted, single-clast samples to be measured using the automated sample changer
  Designed drill press cooling system and sample holder to cut small cores on a saw designed for large block samples
  Improved acid wash procedure for removing contaminants from sample disks

NASA JET PROPULSION LABORATORY | Data Intern

Jan 2009 – Aug 2009 | Pasadena, CA

- Led student effort to determine rock distributions for possible landing sites for the Mars Curiosity rover
- Introduced three students to in-house software for QA element of our project, including reporting proceedures, and software process and limitations
- Provided user UX/UI feedback and bugs found during use to software lead
- Developed assessment criteria for the hazards identified by software and methods to incorporate rock distributions into GIS datasets

VOLUNTEER

MIT STUDENT INFORMATION PROCESSING BOARD | Event Lead

Sep 2011 – Dec 2011 | Cambridge, MA

- Facilitated a 15-week series of technical lectures on a variety of computing-related topics that reached 250+ people

BOOTSTRAP AFTERSCHOOL PROGRAM | Programming Coach

Aug 2011 – May 2012 | Cambridge, MA

- Used functional programming (Scheme) to leverage 14 middle-school students' excitement around videogames to teach algebric concepts by creating their own games and completing math and word problems in the process