

HANNAH WETTERAU

Gameplay Programmer

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EDUCATION

The University of Texas at Austin, Austin, TX

May 2020

Bachelor of Science in Computer Science

GPA: 3.96

Certification in Digital Arts and Media (19 Credit Hours)

Relevant Coursework: 3D Game Development Capstone, Game Technology, Object-Oriented Programming

SKILLS

Technical /Computer Skills:

Proficient in: Java, C, C++

Familiar with: C#, Swift, Python, PHP, SQL, HTML, CSS, Maya, Blender, Godot, Unity, Adobe Creative Cloud

WORK EXPERIENCE

FACEBOOK, Menlo Park, CA

May 2019 - August 2019

Software Engineering Intern (Language and Translation Technology Data Team)

- Web mined data to gather a parallel corpus for translation
- Optimized web crawler to prevent it from falling into spider traps
- Coded pipeline to process and filter links

PROJECTS

My Mini Mushroom

Spring 2020

A 3D pet simulator and rhythm game made with Unity

- *Synching the character movement with the song's progression for the rhythm game*
- *Developing a furniture placement system for home decoration*

Space Pirates in Space

Fall 2019

A randomized 2D dungeon crawler made with Godot

- *Programmed map generation*
- *Coded enemy AI and spawning*
- *Implemented an experience bar and leveling system*
- *Created several 2D sprites and sprite sheets*

Animator

Spring 2019

A simple animation system using OpenGL

- *Interpreted user input to set animation keyframes*
- *Interpolated a 3D model's motion, lighting changes, and camera movement*

Ray Tracer

Spring 2019

A Whitted-style ray tracer for rendering 3D scenes

- *Coded multiple rays for shadows, reflections, and refractions*

HONORS AND AWARDS

- Unrestricted Endowed Presidential Scholarship

Fall 2019 - Spring 2020