

# Hanna Harmon

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## EDUCATION

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### Texas A&M University

*Bachelor of Science in Computer Science, Minor in Game Design and Development*

August 2022 - May 2026

*Current GPA: 3.7/4.0*

## EXPERIENCE

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### Microsoft (Halo Studios)

*Software Engineering Intern*

May 2025 - August 2025

*Redmond, WA*

- Built and shipped an automated test reporting pipeline to improve developer/QA debugging and release confidence
- Implemented CI-driven report generation and ingestion into Azure Data Explorer (Kusto) for trend analysis and failure triage
- **Tech:** Unreal Automation Tool, Perforce, Jenkins, Docker, Kubernetes, Terraform, ADX/Kusto

### Texas A&M Learning Interactive Visualization Experience (LIVE) Lab

*Developer*

August 2024 - Present

*College Station, TX*

- Developing educational games in Unreal/Unity; collaborating with a 20+ person interdisciplinary team and contributing to gameplay systems and iteration tooling

### United Services Automobile Association (USAA)

*Software Engineering Intern*

May 2024 - August 2024

*Plano, TX*

- Engineered the user interface for an internal test-data management web app used by engineering teams to streamline test workflow
- **Tech:** React, JavaScript, Go, Jira, Scaled Agile, GitLab, HTML, CSS

## SKILLS

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**Programming Languages:** Python, Go, C#, C++, JavaScript, Java

**Technologies, Engines, and Tools:** Docker, Jenkins, Azure Data Explorer (Kusto), Terraform, Kubernetes (K8s), Git (GitHub, GitLab), HTML, CSS, React, Next.js, Unreal, Unity, Perforce, Plastic SCM, Unreal Engine Blueprints, OpenGL, Wwise, Jira

## PROJECTS

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### Wiz-Herd | *Unreal, Blueprints, Perforce, Common UI*

January 2025 - Present

- Shipped a multiplayer Steam demo; implemented UI systems and gameplay features with rapid iteration and playtest-driven improvements
- Built reusable UI components and improved workflow efficiency for team iteration (Perforce + Common UI)

### Polygon Playground | *C++, OpenGL*

May 2025

- Built a physics-based 2D interaction sandbox in C++/OpenGL with real-time simulation + rendering loop
- Improved performance by optimizing update step and reducing per-frame CPU overhead

### Pawsitivity | *Unity 3D, C#, Wwise, GitHub*

May 2025 - Dec 2025

- Created a VR game for Meta Quest 3 in a team of 4
- Designed and programmed a physics-based hand-walking VR locomotion technique enabling walk/jump/climb interactions from a cat's perspective
- Integrated Wwise for procedural SFX, dynamic music, and event-driven sound design
- Conducted user research on locomotion across multiple input modalities

### Crumple Quest | *C++, GitHub*

May 2025 - Dec 2025

- Built a 2.5D roguelike in a custom C++ engine in a team of 4; developed game flow, UI, and core systems
- Integrated a miniaudio based sound system to support procedural SFX and music transitions
- Designed levels supporting the unique folding/flipping mechanic; won Best in Programming (TAGD Fall 2025)