Christopher Hanna

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37 Oakland St. Ext
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EDUCATION:

Worcester Polytechnic Institute (WPI), Worcester, MA
Bachelor of Science in Computer Science, May 2015
Current GPA 3.41

COMPUTER SKILLS:

Programming Languages: Java, Python, C#, C, C++, JS, HTML, XML, Basic, LUA, Racket
Applications: Visual Studio, Eclipse, Sublime, Camtasia Studio**,** Git, SVN, Microsoft Office

PROJECTS:

Whiskey2D, A Game Creation Tool, MQP, WPI September-March 2014
Engineered and completed a 2D game engine and editor for MonoGame, capable of creating fully featured 2D games.

Assessing Environmental Education in Namibia, IQP, WPI, Spring 2014
Collaborated with Namibian Schools and NGOs to assess how environmental education affected the lives of students, and how the education could be improved.

Pocket Mechanics: Physics Project, WPI, Fall 2013
Designed and implemented a lightweight physics sandbox tool for android.

Global Problems Seminar: Feed the World, WPI, October-November 2011
Collaborated with four teammates to design a microfinance plan to bring modern farming tools to Nigerian farmers.

West Virginia Work Camp, June 2009, 2010, 2011, 2012, 2013, 2014
Worked with a group over the course of a week to complete carpentry projects that make houses warm, safe, and dry.

EXPERIENCE:

Worcester Polytechnic Institute, Worcester MA, Fall 2012, Fall 2013, Fall 2014
Peer Learning Assistant
Assisted professors teaching Global Problems Seminars on Sustainability and Education.

Worcester Polytechnic Institute, Worcester MA, 2013, 2014, 2015
Computer Science Student Assistant
Provided office hours and lab sessions for students, and aided in assignment grading.

Charles River Analytics, Cambridge MA, Summer 2013, Winter 2014, Summer 2014
Cognitive Systems Intern
Designed and implemented a new system to integrate Twitter's Storm technology with Charles River's proprietary data structures. Extensively updated existing code base.

AWARDS:

Boston Festival of Indie Games, Cambridge MA, September 2012
"That's So Indie" Award for Game Design
Wrote a 2D arcade action game with XNA that won against 33 other submissions at the Boston Indie Festival of Indie Games, hosted by MIT.

ACTIVITIES:

Eagle Scout, Boy Scouts of America, December 2010
Game Design Club, WPI, September 2012- Present
Collaboration Lab, WPI, December 2013- Present
Street and Stage Magician, September 2011- Present
City Reach Volunteer, October 2008, 2009, 2011