

HANNAH WISER

hannah@hannahwiser.com | www.hannahwiser.com

Passionate about learning, creating, and implementing the best strategies to facilitate intuitive user interactions.

EDUCATION

Georgia State University | Expected Graduation: May 2024 | GPA: 3.5
Bachelor of Interdisciplinary Studies in **Game Design and Development**

RELEVANT EXPERIENCE

PantherDev Game Development Club

President | May 2021 - May 2023 | **Members: 100+**
FIRST FEMALE PRESIDENT

- Organized club events and led inter-scholastic game jam with Georgia Tech to provide networking opportunities.
- Strengthened team lead requirements, improving success and quality of final projects.
- Implemented necessary new officer positions to support club growth of over 300%.

ECGO App

Social Media Management Intern | April 2022 - August 2022

- Developed sustainability based content for daily posting across three separate platforms.
- Analyzed post interactions to create time-based posting strategy for visibility.

RELEVANT PROJECTS

LightBreak

UI/UX DESIGN, UI ART | February 2020 - Present | **Unity, C#** | **Deev Interactive** | **Team Size: 7**
Expected Release: May 2023

GLOBAL GAME JAM *'Best Game', 'Best in Georgia' 2020*
SOUTHERN FRIED GAMING EXPO *'Best In Show' 2022*
SIEGE SILV-E AWARDS *'Audience Choice', 'Best Production', 'Best Audio' 2022*

- Designed and prototyped an impactful tutorial using agile methodology.
- Designed storytelling features using agile methodology.
- Designed GUI elements including cinematic intro.

DeLivered

UI ART, UI DESIGN, GAME DESIGN | May 2023 | **Unity, C#, Adobe Creative Suite** | **Ludum Dare 53** | **Team Size: 6**

- Created UI mood board to communicate design ideas before execution.
- Created animation to communicate the main menu concept to the team before execution.
- Programmed most frontend elements.

Renownchemy

UI/UX DESIGN, UI ART | March 2022 | **Unity, C#** | **Metroidvania Month 15 Jam** | **Team Size: 5**

- Designed all GUI elements.
- Designed a successful storytelling feature which communicated mechanics.

Panic Plex

UI/UX DESIGN, UI ART GAME DESIGN | February 2022 | **Unity, C#** | **Bracky's Game Jam 2022.1** | **Team Size: 4**

- Designed and implemented all GUI elements.
- Created interactive spawn system to allow backend and frontend to communicate.
- Designed cutscene to make sure players understood game mechanics.

SKILLS AND SOFTWARE

- Adobe XD/Figma
- Adobe Animate
- After Effects
- Photoshop
- Unity
- Unreal
- C#
- HTML
- Trello
- Jira
- Miro
- MS Office
- Leadership
- Collaboration
- Critical Thinking
- Organization