

# HANNAH WISER

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*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 PROJECTS

### LightBreak

UI/UX DESIGN, UI ART | February 2020 - Present | Unity, C#, Adobe Creative Suite | Deev Interactive | Team Size: 9  
Expected Release: May 2024

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 tutorial using Figma to increase initial UX.
- Designed storytelling features that retain player engagement.
- Designed GUI elements including cinematic intro & settings screen using Adobe products.

### DeLivered

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

- Designed UI moodboard to communicate ideas before execution.
- Created animation in Adobe Animate to communicate main menu interactions.
- Designed item pickup interactions to increase visibility and UX.

### Renownchemy

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

- Designed and implemented all GUI elements including smooth scene transitioning and inventory.
- Designed and implemented storytelling features to communicate mechanics and story.

### Panic Plex

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

- Designed and implemented all GUI elements including mini map and pause menu.
- Designed and created interactive spawn system to allow backend and frontend to communicate.
- Designed and implemented cutscene to communicate game mechanics.

## RELEVANT EXPERIENCE

### PantherDev Game Development Club

**President** | May 2021 - May 2023 | Members: 100+

FIRST FEMALE PRESIDENT

- Organized club events and led inter-scholastic game jams 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

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

## SKILLS AND SOFTWARE

- |                  |                 |                |                     |
|------------------|-----------------|----------------|---------------------|
| • Adobe XD/Figma | • Unity 2D      | • Trello       | • Leadership        |
| • Adobe Animate  | • Unity 3D      | • Jira         | • Collaboration     |
| • Illustrator    | • C#            | • Miro         | • Critical Thinking |
| • Photoshop      | • Unreal Engine | • MS Office    | • Organization      |
| • After Effects  | • Blueprints    | • Google Drive | • Communication     |