Hannah Fasco [hannahfasco@gmail.com](mailto:hannahfasco@gmail.com)

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**Education**

**Champlain College**, Burlington, VT

***Bachelor of Science in Game Programming*** August 2021 - May 2025

* Minor in Mathematics
* GPA: 3.8 (4.0 Scale)
* Made Dean’s List every semester

**Skills and Qualifications**

* C++, C#, Java
* Visual Studio, Eclipse, Unity, Unreal
* Git, SVN, Jira, Confluence
* Communication
* Adaptability
* Creative Problem Solving

**Experience**

**Game Academy**, Burlington, VT | Teaching Assistant July 2024

* Helped students keep up with the programming lectures when they were struggling
* Floated between different classrooms to help students with programming issues or to provide feedback on their game ideas

**GIV Tech and Design**, Burlington, VT | Residential Assistant June 2024

* Watched over 60 high school-aged students from 8:00 a.m. to 11:00 p.m.
* Worked as the Teacher’s Assistant in the Advanced Game Dev class while also helping in the Intro Game Dev class most days

**Champlain College**, Burlington, VT | Programming and Math Tutor August 2023 – May 2025

* Assisted students with math and programming assignments
* Worked with multiple students at once in a variety of subjects

**Party City**, Burlington, VT | Team Member June 2022 – April 2023

* In charge of all front-end responsibilities while on shift
* Ran the cash registers, answered questions both in person and on the phone, and fulfilled balloon orders

**Projects**

**shutterbuds** August 2024 – May 2025

* Worked in a group of 17 people in Unreal Engine 5 to create a multiplayer picture-taking game
* Created a working algorithm that knows when an object is in the camera’s viewport
* In charge of UI programming and base systems, including the quest system and shop
* Game released on Steam in May 2025

**Puzzle Collection** June 2024

* Created an algorithm that makes a fully randomized sudoku board
* Utilized Allegro to display the game and register keyboard and mouse inputs
* Included basic sudoku functions like note taking, scoring, tracking numbers in different boxes, and a win state