Hannah Miller

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Leadership Positions:

Project Leader for Cookieshroom Studio at WPI   2019- Current

Working with Professor Farley Chery to kickstart a game development studio with four other students on campus

FIRST Game Jam Mentor   October-November 2020

Mentored Highschool students participating in the FIRST game jam through WPI in using programs such as Photoshop, Animate, and Reaper

Lead Artist, Producer for Unfinished Business- Major Qualifying Project   Current-May 2022

Working as the Lead Artist & Producer with a team to develop a platformer in the current school year as capstone for diploma. Focused heavily on concept art, animation, and directed two other artists in asset and UI creation. Managed team deadlines, workflow, and organization.

Employment:

Instructor at iD Tech- Bentley University   June 2019-August 2019

Taught classes in Mobile Game Development, Game Design, 3D Modeling & Printing, and Modding Minecraft using Forge

Lead Instructor at iD Tech- Bentley University   June 2020-August 2020

Moved to online instructor position due to COVID-19- Taught classes in Modding Minecraft using Forge, Adobe Animate & Photoshop, Game Design, and Game Development

Teachers Assistant   August-October 2020

IMGD 1000 (Critical studies of Interactive Media and Games) Taught by Professor Kieth Zizza

Awards & Certifications:

Third Place in National F.B.L.A. Computer Game and Simulations category   2016

Mass DIGI Pre-Game Pitch Event Runner up   2020

Education:

Worcester Polytechnic Institute Class of 2022   2018-Current

Major in Interactive Media and Game Development, Focus on Visual Art