HANNAH NORMAN

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EDUCATION

Stanford University, *Stanford, CA*   Expected June 2025
Master of Science in Computer Science with Visual Computing specialization
- GPA: 4.04/4.00

Georgetown University, *Washington, D.C.*   May 2023
Bachelor of Science in Computer Science with Mathematics minor
- GPA: 3.99/4.00, Summa Cum Laude

University of St Andrews, *St Andrews, Scotland*   Fall 2021

TECHNICAL SKILLS

Programming Languages: (*Adv*) Python, C/C++, Java | (*Inter*) Objective-C, JavaScript, Kotlin, SQL | (*Beg*) HTML, R, Swift, C#
Software and Tools: Blender, Rhino, Fusion, Metal, Unity, OpenGL, MATLAB

PROFESSIONAL EXPERIENCE

Course Assistant   Sept 2024 - Present
Stanford University, Department of Computer Science | Stanford, CA
- CS148: Introduction to Computer Graphics and Imaging (Aut 2024)

Computer Graphics Engineer Intern   June 2024 - Present
Sileom | Sunnyvale, CA
- Contributed to early-stage startup bringing state-of-the-art finite element analysis simulation techniques to VR and AR environments
- Developed algorithms and robust tests for SDF and NURBS surface geometries, octree balancing, and implicit surface integration
- Validated existing surface modeling algorithms by leveraging knowledge in 3D computer graphics and geometric computing

Teaching Assistant   June 2020 - May 2023
Georgetown University, Department of Computer Science | Washington, D.C.
- COSC125: Computational Structures (Aut 2022, Spr 2023)
- COSC010: Introduction to Computer Science (Sum 2020, 2021)
- COSC030: Discrete Mathematics (Sum 2020, Spr 2021)

Software Engineer Intern   June 2022 - Aug 2022
Target | Minneapolis, MN
- Built backend of warehouse door assignments management application, enabling end-users to configure sitewide settings in real time
- Designed database structure, built database tables, defined API contracts, implemented each endpoint, and wrote unit tests

Software Developer Intern   June 2021 - Aug 2021
Protolabs | Maple Plain, MN
- Implemented front and backend fixes daily for continual improvement of live, customer-facing e-commerce website
- Wrote and debugged unit and automated acceptance tests to streamline integration of work items into website code repository

Software Quality Engineer Intern   May 2020 - Aug 2020
Protolabs | Maple Plain, MN
- Wrote, maintained, and executed tests in automation framework for e-commerce website, and performed end-to-end, functional, and regression testing on workflows to prepare for relaunch of the company's frontend and backend software systems

RESEARCH EXPERIENCE

Research Assistant   May 2021 - Dec 2022
Brown University, BATS Machine Learning Research Group | Providence, RI
- Investigated prompt engineering for zero-shot image classification models augmented with natural language supervision, such as CLIP
- Developed benchmarks for selection of auxiliary data to supplement limited labeled data available for few-shot image classification tasks, and harnessed structured knowledge to do so, while leveraging PyTorch, scikit-learn, and Pandas libraries in Python

exploreCSR Student   Jan 2021 - May 2021
Brown University, Department of Computer Science | Providence, RI
- Competitively selected for exploreCSR: Socially Responsible AI for Computational Creativity program, sponsored by Google Research
- Implemented few-shot learning model for image classification tasks in Python and presented project at university's research symposium

HONORS AND AWARDS

Clare Boothe Luce Scholar   May 2021 - May 2022
Georgetown University | Washington, D.C.
- Awarded $5000 merit-based research grant recognizing high-achieving women in science, math, and engineering