

Mylene Haus

Chicago, IL - Open to relocation worldwide

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in [/mylene-haus](#)

🌐 [mylene.haus](#)

🎓 Education

Lewis University

BS Computer Science, Game and Simulation Programming

Graduation: December 2017

Romeoville, IL

📁 Experience

NetherRealm Studios (WB Games)

Junior Associate Software Engineer (Contract)

March 2020 – December 2020

Chicago, IL

- > Collaborated with other software engineers to add requested features using C++ and Unreal Engine 4.
- > Created documentation on automated testing in UE4, including how to write effective automated tests and various methods to run them.

CDS Office Technologies

IT Support Specialist

August 2018 – July 2019

Champaign, IL

- > Worked in a fast-paced environment completing help desk tickets from hundreds of clients, both remotely and on-site when needed. Additionally provided extensive issue and solution documentation.
- > Deescalated and prevented a lawsuit to the company by personally communicating with the client in question and addressing their needs.

Lewis University Office of Technology

Student Worker

October 2016 – December 2017

Romeoville, IL

- > Completed help tickets and performed troubleshooting for faculty and students having issues with audio and video equipment as well as general computer and software issues.
- > Transcribed confidential University data from various spreadsheets into others.

Girls Engaged in Math and Science

Camp Counselor

June 2015 – August 2015

Champaign, IL

- > Lead the "Computing and the Arts" camp and developed a week's worth of educational lessons and activities based on this concept.
- > Supervised 30-40 middle school-aged girls to ensure their safety and help them with any questions or tasks they had.

🔗 Projects

Tower of Baybayin

- > An educational game created in Unity 2D and written in C# with concepts, code, and art all created by me. Showcased at the international indigenous art festival imagineNATIVE in 2019.

Piano Prodigy (QA work)

- > An edutainment game developed and released by The Prodigy Factory. I provided QA tests and bug documentation for this project, and was able to discover game-breaking bugs.

Cactus Kid

- > A hackathon game that I developed with two others in under 12 hours. I wrote all of the code and assembled the assets in Unity, and we were able to secure third place in the hackathon with this project.

⚙️ Skills

Languages, Frameworks, and Applications C++, C#, Java, Python, Processing 3, p5.js, OpenGL, Javascript, PHP, HTML5, CSS3, Ruby, Rails, SQL, Markdown, LaTeX, Verilog, MIPS, MIT Scratch, Unreal Engine 4, Unity 5, Blender, GameMaker, Microsoft Office, GIMP 2, PuTTY

Talents Spanish (intermediate), Japanese (beginner), drawing, singing, acting, aerial arts, DDR