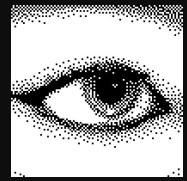# Norah Hahn
Game Developer & Creative Technologist

Norah.Hahn.B@gmail.com || NorahHahn.com || www.linkedin.com/in/norah-hahn

//

Education_

Savannah College of Art and Design   01/2022 - 06/2026
BFA: Interactive Design/Game Development || **Minor:** Themed Entertainment

Kai Japanese Language School   07/2023 - 07/2024
   + Studied reading, writing, and presenting in Japanese

Experience_

Visualization: SCADPro x TRANE Technologies   11/2025
   + Worked closely with the spatial and lighting design teams to create a
     detailed Unreal Engine flythrough of an exhibit from Rhino models.

Lead Programmer: HOOKEYE   01/2026 - Present
   + Designed and implemented game mechanics for an indie horror fishing game
   + Created game architecture and macro systems in Unreal Engine
   + Collaborated to plan and manage project timelines

Voice Acting Editor: Skywind - Large Scale Mod Project   2020
   + Edited and checked voice lines for quality and lore accuracy

Founder: The Coterie - Art Collective   01/2025 - Present
   + Organized and led events for artists of disparate disciplines

Skills_

Software: Unreal Engine, Unity, Blender, Adobe Suite,
Microsoft Office Suite (Plus API Integration)

Technical Skills: Blueprint & C# Scripting, 3D Modeling,
Realtime VFX, Game Design/Documentation

Language: Conversational Japanese ~JLPT N3

Work_Experience

Mod Pizza   07/2019 - 12/2020
Pike's Perk Mountain Shadows Coffee   06/2021 - 01/2022