

Kirsten Springer | UI Engineer

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Skills

Programming Languages: TypeScript, JavaScript, Python, C#, C++, C, HTML, CSS, Java, Lua, SQL

APIS/Frameworks: React, Vue, OpenGL, QT, Fluent UI, Socket.io, WS, MSAL

Software: Unity, Unreal Engine, Adobe Suite (Photoshop, Illustrator, Premiere, InDesign), Figma, Mural, Autodesk Maya, Microsoft Office products (Excel, Word, Outlook, PowerPoint), Visual Studio, Jest Unit Testing

Professional Experience

Mojang Studios, Software Engineer Intern | *May 2023 – August 2023*

- Designed, implemented, and iterated on a responsive and easy to navigate web application version of Minecraft Education's Classroom Mode
- Assessed flaws in the current Classroom Mode version that are hindering teachers and apply the knowledge to design the new UI
- Successfully connected the web application to several backend services to specific player data using Axios
- Connected Classroom Mode's web application to a Minecraft game client in real time by creating a WebSocket Server in JavaScript
- Modified service and game client code to communicate more effectively with the web Classroom Mode
- Handled several authentication libraries such as MSAL to ensure trusted users can access data safely and preventing malicious users

Mojang Studios, Software Engineer Intern | *May 2022 – August 2022*

- Designed a new web application for an internal developer tool to increase the speed of user workflow while building and testing over 50 different versions of Minecraft
- Spoke with Engineers across several teams to discover what would make their workflow most efficient and then iterated on the UI according to their feedback
- Extensive use of React and Typescript to develop web applications that users can navigate efficiently
- Led several code-review sessions of my product to ensure users will have the best possible experience

Microsoft (Excel Alpha), Software Engineer Intern | *May 2020 – August 2020, May 2021– August 2021*

- Scripted a new version of Excel's Data Filter Tool across all versions of Excel (Win, Web, Mac, Mobile)
 - Ensured each platform's version behaved with the same expected behavior and same visual interaction so users will have the same experience across devices
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Indie Games/Projects

Wretched Depths, UI and Systems Engineer, Marketing Lead | *October 2022 – May 2023*

Finalist in the Hobby Award category in the World Game Developer Championship 2023 Summer Season

- Designed and implemented key UI features in Unity including a fish catalog interface to drive player engagement in catching all available fish
 - Developed and iterated on a in-engine dynamic fog system to immerse the player in the mysterious and uncomfortable setting of the game
 - Used profiling tools to identify problem sections of code and reduce computer resource consumption by 20% to allow our game to run on a broader spectrum of devices
 - Took on a lead marketing role and developed a marketing campaign which led to 20,000 impressions, over 3,000 downloads with a 90% wish list to download conversion, and a 99% positive review score
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Education

Bachelor of Science in Computer Science w/ emphasis in Entertainment Arts Engineering

University of Utah, Salt Lake City, Utah – 2019-2023 - GPA: 3.59