

Alex Whalen

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PROFESSIONAL SUMMARY

Software Developer with a strong focus on **full-stack web and mobile development**. Experience building and maintaining **production-grade systems** using **object-oriented programming** languages and **database-driven architectures**, integrating **RESTful APIs**, and optimizing data flows to deliver **scalable, maintainable solutions**. Hands-on experience as both a **team lead** and **product designer**, with a proven track record of delivering reliable, intuitive systems.

EDUCATION

GetBuilding | *Full Stack Software Engineering*

September 2023 - September 2024

Memorial University of Newfoundland | *B.S. in Biology, Minor in Psychology*

September 2017 - May 2023

EXPERIENCE

Enterprise Software Team Lead | *Nutraforge Technologies* - St. John's, NL

October 2024 – November 2025

- Led development of **NutraForge PRO**, an enterprise dashboard delivering **real-time data-driven insights** on client meal logs and performance metrics for nutrition professionals, currently serving **25+ health practitioners** with over **300 B2B clients** since August 2025.
 - Built scalable mobile application features using **Flutter (Dart)** with **object-oriented design principles**.
 - Designed and implemented backend systems using **clean architecture principles**, including **Stripe billing, Auth0 role-based access control** with per-seat pricing, and user profile management.
 - Reduced application latency by **50%** through data flow optimizations, improving retention by **75%**.
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PROJECTS

Kaboodle | *Flutter, Firebase, Hono, TypeScript, Neon, Drizzle ORM, PostHog, Zod, RevenueCat*

- Cross-platform mobile app delivering **personalized packing suggestions** based on user travel preferences, featuring **interactive packing mode, database-driven list management and sharing, and feature-flagged freemium billing** with tiered access.

Blob.you | *React, TypeScript, Next.js, WebSocket, MatterJs, Firebase, Tailwind CSS, Zustand*

- Real-time multiplayer game where players draw shapes on a canvas and battle against other players with **websocket-based matchmaking** and **room management**. Built **deterministic physics simulation** using Matter.js with **synchronized game state across clients**. Implemented shape analysis pipeline that calculates **battle stats from drawn geometry** where polygon area determines HP and sharp vertex angles increase damage output.
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SKILLS

Coding Languages: JavaScript, TypeScript, Dart, Swift, SQL

Frameworks & Libraries: React, Next.js, Flutter, Node, Deno, Hono, Express, TailwindCSS, Drizzle ORM, Mongoose, TanStack, Zustand, Zod, Matter.js

Databases & Backend: PostgreSQL, MongoDB, Redis, Firebase, Supabase, Neon

Cloud & Infrastructure: Google Cloud, AWS, Vercel