

# Alex Whalen

+1(709) 727-6504 | Awhalen1999@gmail.com | St. John's, NL  
[github.com/awhalen1999](https://github.com/awhalen1999) | [linkedin.com/in/alex-whelen-0496b227b](https://linkedin.com/in/alex-whelen-0496b227b) | [awhalen.dev](https://awhalen.dev)

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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.

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## 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

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## 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, NextJs, 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