Bryce Hanna

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EDUCATION

Georgia Institute of Technology   Atlanta, GA
Bachelor of Science in Computer Science, Minor in Mathematics   *Expected Graduation May 2026*
- **GPA**: 4.0/4.0
- **Concentration**: Systems & Architecture and Theory

SKILLS

Languages: Java, Python, C#, Lua/Luau, Rust, Typescript, Javascript, C, C++, SQL, HTML/CSS, Haskell, Kotlin, Elm
Frameworks: React.js, Node.js, Three.js, .NET, SQL Server, Pygame, Flask, FastAPI, OpenCV
Developer Tools: Git, Bash/Zsh, Vim, Blender, Roblox Studio, Godot, Unreal Engine, Unity, DaVinci Resolve, Inkscape

EXPERIENCE

Profisee   May 2023 - December 2023
Software Developer Intern   *Alpharetta, GA*
- Utilized C# and SQL to develop and test the Common Data Platform to standardize database access for microservices
- Applied SwaggerAPI to create a REST API endpoint for the File Attachment Service enabling the DevOps team and customers to efficienctly upload and download configuration files
- Created over 100 unit and integration tests to ensure production code quality and patched dozens of bugs in the process

Educational Computer Science YouTube Channel (@BRicey)   March 2020 - Present
Technical Content Creator, Editor, and Relations Manager
- Script, record, and edit programming tutorials on advanced concepts in the Roblox Studio Game Engine contributing to over 45 million game visits for my subscribers
- Educate an auidence of more than 15,000 subscribers with over 2 million total views on essential CS concepts
- Analyze retention data to increase content interactions to reach an annual revenue of over $1,500

PROJECTS

Portfolio Website (brycehanna.dev) | *ThreeJS, React, Jotai, Typescript, Blender*   January 2024 - May 2024
- Developed a frontend web app to showcase projects and experience in an interactive 3D environment
- Integrated declarative React components and Jotai state management to effectively control the ThreeJS scene
- Created 15 animated models in Blender from scratch using low-poly 3D modeling techniques

XR Treatment for Age-Related Maticular Degeneration (AMD) | *Unity, C#*   August 2024 - Present
- Leveraged Meta VR SDKs to perform eye tracking in Unity to diagnose and treat AMD
- Develop a fully functional game with C# to train patients to use a new focal point to decrease blindness
- Collaborate with a Doctor at Emory Hospital and UX designers to optimize the treatment experience

B-29 Superfortress | *C, Make, Game Boy Advanced*   April 2024
- Developed a Game Boy Advanced game implementing WWII aircraft flight using C
- Added features such as scrolling backgrounds and animations using intimate knowledge of Direct Memory Access
- Optimized game by studying bitmap based video buffers and limiting draw calls to include 9 custom pixel art images

LEADERSHIP

School of Computing Instruction at Georgia Tech   July 2024 - Present
CS 2110 Undergraduate Teaching Assistant   *Atlanta, GA*
- Instruct a classroom of 30 students on topics such as circuit logic, assembly, and C programming
- Assist countless students learning course material in Office Hours to facilitate mastery in circuits, assembly, and C code
- Create and debug teaching tools such as simulators and autograders to aid student learning

Flowers Invention Studio   May 2024 - Present
Prototype Instructor   *Atlanta, GA*
- Instruct users on woodworking, metalworking, 3D printing, and more to realize their project ideas
- Maintain and service the tools in the shop, cleaning and fixing where needed in order to optimize operations
- Fabricate woodworking and woodturning projects as a Woodworking Apprentice to gain specialized skills