

Bryce Hanna

470-695-8875 | bhanna30@gatech.edu | linkedin.com/in/bryce-hanna/ | brycehanna.dev

Education

Bryce Hanna

Bachelor of Science in Computer Science

Concentration: Systems & Architecture and Theory

Atlanta, GA

Expected Graduation May 2026

GPA: 4.0/4.0

Skills

Languages: Python, TypeScript, C#, Java, Lua, JavaScript, C/C++, Rust, SQL, Assembly

Frameworks: React, Node, Electron, Three.js, .NET, SQL Server, OpenCV, Pydantic, Flask, FastAPI

Developer Tools: Bash/Shell, Git, Embedded Systems, Docker, Unity, GCP, (Neo)vim, systemd, Redis, Blender

Experience

Intuitive Navigation Assistance from an Active Wearable Exoskeleton

March 2025 - Present

Lead Researcher

Atlanta, GA

- Architected a multithreaded Python project on a raspberry Pi to navigate user through exoskeleton movements
- Orchestrated Camera, IMU, GPS, and high-powered leg-mounted motors using RedisDB, web sockets, and gpsd
- Extensively tested GPS and camera integration to reduce interference and errors by 50% using a custom web dashboard

XR Treatment for Age-Related Macular Degeneration (AMD)

August 2024 - Present

Lead Programmer

Foo, BA

- Leverage Meta XR SDKs to track eye movement 120 times a second in Unity to diagnose and treat AMD
- Develop a game with 2 tests and 1 training scene to identify and reinforce a preferred retinal locus
- Designed a web dashboard using React, Apache, and SQLite to visualize test results for doctors at Emory University

Profisec

May 2023 - December 2023

Software Engineering 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 efficiently upload and download configuration files on the backend server
- 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 audience 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

Leadership

School of Computing Instruction at Georgia Tech

July 2024 - Present

CS 2110 Undergraduate Teaching Assistant

Atlanta, GA

- Instruct a classroom of 50 students on circuit logic, computer architecture, assembly, C programming, and more
- Assist hundreds of students in office hours to facilitate mastery through personalized teaching techniques
- Create and debug teaching tools such as circuit/assembly simulators and autograders to aid student learning

Flowers Invention Studio

May 2024 - Present

Prototype Instructor

Atlanta, GA

- Instruct makerspace 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 wood turning projects such as cutting boards and bowls become a Wood Room Master