

Bryce Hanna

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EDUCATION

Georgia Institute of Technology

Bachelor of Science in Computer Science, Minor in Mathematics

Atlanta, GA

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

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 efficiently 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 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

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

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

- Guide and instruct a classroom of students in Lab on topics such as binary numbers, circuit logic, and C programming
- Assist students struggling with course material in Office Hours to facilitate mastery in circuits, assembly, and C code
- Brainstorm and develop homework assignments and assignment auto-graders for the CS 2110 class

Flowers Invention Studio

May 2024 - Present

Provisional Prototyping Instructor

Atlanta, GA

- Teach anyone to use 3D printing, woodworking, or metalworking tools to create hands-on projects for any purpose
- Gain experience and practice with tool groups, creating my own projects, to progress to a full Prototyping Instructor
- Maintain and service the tools in the shop, cleaning and fixing where needed in order to optimize operations

INTERESTS

Student Organizations: Phi Sigma Kappa Fraternity, Wrestling Club, Invention Studio

Interests: 3D Printing, CAD, 3D Modeling, Juggling, Woodworking, Metalworking, Lockpicking, Creative Writing