

# Bryce Hanna

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

## 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, Typescript, Javascript, C, Rust, C++, SQL, HTML/CSS, Haskell, Kotlin, Elm

**Frameworks:** React.js, Node.js, Electron, Three.js, .NET, SQL Server, ROS, OpenCV, Pygame, Flask, FastAPI

**Developer Tools:** Git, Bash, Linux, Vim, Blender, Roblox Studio, Godot, Unreal Engine, Unity, Inkscape, Fusion 360

## 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 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

## PROJECTS

### Intake AI | *Typescript, Electron.js, React.js, Generative AI, Technical Communication* December 2024 - Present

- Designed and implemented a cross-platform desktop app in Electron to automate aspects of clinical psychology practices
- Worked with clients to automatically synthesize intake data into a final report using Google Gemini
- Architected an error-resilient frontend in React and robust logging for optimal user experience

### Mutli-Agent Localization | *OpenCV, ROS2, Python, Flask, Computer Vision* August 2024 - December 2024

- Prototyped different methods to detect robot position and orientation from colors to calibrated ArUco markers
- Created a two robot system to verify the accuracy of camera tracking within 10% of the actual position/velocity
- Built a command line program on the Raspberry Pi using PiCam and OpenCV to calibrate and stream detection data

### 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