

Hayden Hanson

Software Developer

Ambitious Computer Science student seeking Software Engineering Internship

EDUCATION

George Mason University

Applied Computer Science, B.S.

Concentration: Software Engineering

GPA: 3.5 — Aug/2019 - Present

Awards: Deans List 5 Semesters

Advisor: Dr. Kevin Moran

RESEARCH INTERESTS

- Software Engineering
- System Design
- Frontend Design / Usability
- Web Development

TECHNICAL SKILLS

Languages: Javascript, C, Java, Python, R, Dart, Typescript + HTML and CSS

Frameworks: React, Next, Svelte, Flutter, React Native

Notable Tools: Git, Node, NPM, Express, Firebase, MongoDB, Tailwind, Vite, Figma, JUnit, Jest

Concepts: TDD, Agile, Microservices, Usability, Algorithms, Data Structures

WORK EXPERIENCE

Teaching Assistant, GMU CS — Jan/2023 - Present

Currently, I assist the Computer Science Department with the SWE 205 class sections. This class is called Software Usability Analysis and Design. I help Professor Jeff Offutt teach students quantitative engineering principles for designing usable software interfaces. I also help with grading and feedback.

Web Developer, Craftworks Software — Jan/2023 - Present

I am also the founder of a software company, Craftworks Software. Here my goal is to provide clients with high end, custom websites using the latest tools. I have worked successfully with multiple clients, and am steadily growing relationships.

Teaching Assistant, GMU CS — Aug/2022 - 12/2022

Here I also assisted the CS Department with the SWE 205 class sections. That Fall semester, I worked with Professor Paul Ammann to help students grasp the material and engage in discussions. I also assisted with grading and feedback.

SELECTED PROJECTS

Spotify Web App (React)

- Accomplished design, implementation and development of a full stack web application that provides a unique listening experience using Spotify's web API.
- I Designed this application with Figma and developed it with tools like React, Typescript, Node, Express and Tailwind CSS.
- I learned how to read professional documentation and adapt to using new tools.

Pocket Recipes Mobile Application (Flutter)

- Accomplished rapid software development of a recipe keeping application with a small team of developers using Agile methodologies (Scrum).
- We developed a full stack application that allows users to store recipes along with many other features detailed further on my portfolio linked at the bottom *.
- I was the lead frontend developer on this project and learned the importance of teamwork and communication. I also learned how to build UI's with Flutter.

UNIX Shell (C)

- Accomplished the design, implementation and development of a system shell.
- Efficiently stores user processes from the command line and allows users to run these processes in the foreground or background. More features such as logging and the ability to cancel, suspend or resume a running process are also present. These features are made possible with forks, pipes and signal handling.

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