

Alex Hanna

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EDUCATION

Penn State University

Abington, PA

Bachelor of Sciences in Computer Science

Expected May 2028

- **Relevant Coursework:** Data Structures, Introduction to Discrete Structures I, Computer Architecture

Council Rock High School North

Newtown, PA

High School Diploma

Sep. 2020 – June 2024

- **Relevant Coursework:** AP Computer Science A, AP Computer Science Principles, AP Statistics

EXPERIENCE

Full Stack Mobile Developer (Contract) | Dart, Flutter, Firebase

June 2025 – Present

ReFlex Technologies

Remote

- Contracted to create the user interface of a workout session and muscle statistics logging app for iOS and Android
- Expanded large backend codebase including interoperability with Bluetooth hardware and data persistence
- Used thorough testing and feedback from contractors to fine tune user experience and minimize issues
- Setup and maintained user authentication and a cloud database using Google Firebase

Stocker

Summers, 2022 – Present

Russo's Market

North Wildwood, NJ

- Ensured optimal store presentation by meticulously stocking shelves and fridges, enhancing product visibility
- Performed various janitorial tasks to maintain a clean and safe environment in both the kitchen and store
- Collaborated with team members to streamline stocking processes, increasing efficiency during busy periods

PROJECTS

RU Eating App | Swift, SwiftUI

Sep. 2024 – May 2025

- Created an iOS app that empowers Rutgers Students to view dining hall menus, enhancing their dining experience
- Utilized MVVM architecture for clean, maintainable code, ensuring efficient app performance and user experience
- Implemented SwiftSoup to parse and format web-scraped menu data, presenting it in a SwiftUI user interface
- Achieved over 450 downloads from the App Store, receiving positive feedback for its functionality and ease of use

Frontier Game | JavaScript, HTML, CSS, Node.js

April 2024 – Sep. 2024

- Developed a full-stack web game with a Node.js server backend and a JavaScript website frontend
- Implemented a four-player multiplayer system using the WebSocket protocol for client-to-server communication
- Designed and refined engaging gameplay inspired by a board game with an SVG-based user interface

Blackjack Game | JavaScript, HTML, CSS

March 2024 – April 2024

- Designed and developed a single-player blackjack web game that provides an engaging experience for users
- Implemented blackjack and betting mechanics with a minimal user interface for a smooth gameplay experience
- Conducted peer testing to refine gameplay mechanics and ensure a polished final product

Workouts App | Swift, SwiftUI

Sep. 2023 – March 2024

- Created an iOS app that enables users to log gym workouts, helping them monitor fitness progress effectively
- Utilized a native SwiftUI interface for a seamless and intuitive user experience, ensuring easy navigation
- Implemented CoreData to persist workout data, allowing users to log detailed information such as sets and reps
- Incorporated features for tracking progress over time, enhancing user motivation and engagement

Chess Game | C#

Jan. 2023 – Oct. 2023

- Developed a two-player console application for chess players, allowing them to compete in the classic strategy game
- Implemented an interactive chessboard that displays legal moves for each piece, enhancing player decision-making
- Utilized object-oriented programming principles to structure the game logic and ensure clean, maintainable code
- Conducted testing to refine gameplay mechanics and improve user experience based on player feedback

TECHNICAL SKILLS

Languages: C#, Java, Python, C, JavaScript, HTML/CSS, Swift, Nix, Dart

Frameworks: Node.js, SwiftUI, Java Swing, Windows Forms, Flutter

Developer Tools: Git, Linux, VS Code, Visual Studio, Xcode

Libraries: CoreData, SwiftData, SwiftSoup, ws