

# Alex Hanna

267-832-7342 | [alex.hanna@psu.edu](mailto:alex.hanna@psu.edu) | [linkedin.com/in/alexphanna](https://www.linkedin.com/in/alexphanna) | [github.com/alexphanna](https://github.com/alexphanna)

## EDUCATION

### Penn State University

*Bachelor of Sciences in Computer Science*

Abington, PA

*Expected May 2028*

### Council Rock High School North

*High School Diploma*

Newtown, PA

*Sep. 2020 – June 2024*

## EXPERIENCE

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

June 2025 – Aug. 2025

*ReFlex Technologies*

*Remote*

- Built the user interface of a gym workout session and muscle statistics logging app for iOS and Android
- Expanded large backend codebase including interoperability with custom Bluetooth hardware and data persistence
- Tested functionality rigorously and implemented user feedback to fine tune experience and minimize issues
- Setup and maintained user authentication and a cloud database containing user information 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 600 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, C++

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

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

**Libraries:** CoreData, SwiftData, SwiftSoup, ws