

# Alex Hanna

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## EDUCATION

<b>Penn State University</b> <i>Bachelor of Sciences in Computer Science</i>	Abington, PA Expected Dec. 2027
<b>Council Rock High School North</b> <i>High School Diploma</i>	Newtown, PA Sep. 2020 – June 2024

## EXPERIENCE

<b>Full Stack Mobile Developer (Contract)</b>   <i>Dart, Flutter, Firebase</i>	June 2025 – Aug. 2025
<i>ReFlex Technologies</i>	Remote
<ul style="list-style-type: none"><li>Built the user interface of a gym workout session and muscle statistics logging app for iOS and Android</li><li>Expanded large backend codebase including interoperability with custom Bluetooth hardware and data persistence</li><li>Tested functionality rigorously and implemented user feedback to fine tune experience and minimize issues</li><li>Setup and maintained user authentication and a cloud database containing user information using Google Firebase</li></ul>	
<b>Stock Associate</b>	Summers, 2022 – 2025
<i>Russo's Market</i>	North Wildwood, NJ
<ul style="list-style-type: none"><li>Ensured optimal store presentation by meticulously stocking shelves and fridges, enhancing product visibility</li><li>Performed various janitorial tasks to maintain a clean and safe environment in both the kitchen and store</li><li>Collaborated with team members to streamline stocking processes, increasing efficiency during busy periods</li></ul>	

## PROJECT EXPERIENCE

<b>RU Eating App</b>   <i>Swift, SwiftUI</i>	Sep. 2024 – May 2025
<ul style="list-style-type: none"><li>Created an iOS app that empowers Rutgers Students to view dining hall menus, enhancing their dining experience</li><li>Utilized MVVM architecture for clean, maintainable code, ensuring efficient app performance and user experience</li><li>Implemented SwiftSoup to parse and format web-scraped menu data, presenting it in a SwiftUI user interface</li><li>Achieved over 600 downloads from the App Store, receiving positive feedback for its functionality and ease of use</li></ul>	
<b>Frontier Game</b>   <i>JavaScript, HTML, CSS, Node.js</i>	April 2024 – Sep. 2024
<ul style="list-style-type: none"><li>Developed a full-stack web game with a Node.js server backend and a JavaScript website frontend</li><li>Implemented a four-player multiplayer system using the WebSocket protocol for client-to-server communication</li><li>Designed and refined engaging gameplay inspired by a board game with an SVG-based user interface</li></ul>	
<b>Blackjack Game</b>   <i>JavaScript, HTML, CSS</i>	March 2024 – April 2024
<ul style="list-style-type: none"><li>Designed and developed a single-player blackjack web game that provides an engaging experience for users</li><li>Implemented blackjack and betting mechanics with a minimal user interface for a smooth gameplay experience</li><li>Conducted peer testing to refine gameplay mechanics and ensure a polished final product</li></ul>	
<b>Workouts App</b>   <i>Swift, SwiftUI</i>	Sep. 2023 – March 2024
<ul style="list-style-type: none"><li>Created an iOS app that enables users to log gym workouts, helping them monitor fitness progress effectively</li><li>Utilized a native SwiftUI interface for a seamless and intuitive user experience, ensuring easy navigation</li><li>Implemented CoreData to persist workout data, allowing users to log detailed information such as sets and reps</li><li>Incorporated features for tracking progress over time, enhancing user motivation and engagement</li></ul>	
<b>Chess Game</b>   <i>C#</i>	Jan. 2023 – Oct. 2023
<ul style="list-style-type: none"><li>Developed a two-player console application for chess players, allowing them to compete in the classic strategy game</li><li>Implemented an interactive chessboard that displays legal moves for each piece, enhancing player decision-making</li><li>Utilized object-oriented programming principles to structure the game logic and ensure clean, maintainable code</li><li>Conducted testing to refine gameplay mechanics and improve user experience based on player feedback</li></ul>	

## 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