Hannah Capone

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EDUCATION

Fordham University, Fordham College at Rose Hill   **Bronx, NY**
*Bachelor of Scienc*e, *Computer Science Major*   *Expected May 2024*
Visual Arts Minor, Graphic Design Concentration

Cumulative GPA: 3.9/4.0   **Relevant Coursework:** Data Structures,
Computer Science GPA: 3.9/4.0   Computer Organization, Java Programming,
Honors: Fordham Jogues Scholarship, Alpha   Operating Systems, Database Systems, Theory
Sigma Nu Jesuit Honor Society, Dean's List   of Computation, Computer Algorithms

Fordham London Centre and University of Westminster   **London, UK**
Study Abroad Program   *Spring 2023*

SKILLS

Programming Languages: C++, Java,   **Software Skills:** Android Studio, Visual
Python, PHP, Kotlin   Studio Code, Git, GitHub, Node.js, Vue.js,
Operating Systems: Unix, Linux   JavaScript, Express, MySQL, MongoDB,
                                                                         HTML, CSS, Firebase, Google Ads, DNS

PROJECTS AND EXPERIENCE

toTree (Java, Firebase, Google Ads, HTML, Vue.js).   **New York, NY**
Web Developer Intern   *Summer/Fall 2023*
- Developed a Java program to efficiently calculate the most cost-effective flat rate shipping price
- Created landing pages, managed DNS, and studied analytics using Firebase and Google Ads
- Assisted engineering team in website development modifying code on GitHub

Hometeq Web Application (PHP, MySQL, CSS, HTML)   **London, UK**
Server-Side Web Development, University of Westminster   *Spring 2023*
- Developed a database-driven ecommerce web app for a retailer selling a range of smart products
- Improved website performance, optimized user experience, and tested for errors and bugs

To-Do List Web Application (Node.js, Express, MongoDB, CSS)   **London, UK**
Server-Side Web Development, University of Westminster   *Spring 2023*
- Created a to-do list web app allowing users to input and store tasks in a database
- Implemented CRUD operations enabling users to manipulate their list directly from the website

Android Dice Game Application (Android Studio, Kotlin)   **London, UK**
Mobile Application Development, University of Westminster   *Spring 2023*
- Crafted an engaging Android Studio Application using Kotlin simulating an interactive dice
  game between a human player and the computer
- Led game logic programming and intuitive user interface design, rigorously testing for optimal
  functionality and user experience

Fordham University Higher Education Opportunity Program (C++)   **Bronx, NY**
Computer Science Tutor   *Sept. 2021 – Dec. 2022*
- Provided academic assistance to 4-5 Computer Science I & II students weekly
- Taught core concepts in C++; including program design, coding, debugging, testing, Unix/Linux
  usage, and object-orientation