Hanna Rose

Atlanta, GA • me@hanna.lol • hanna.lol • (404) 668-8676

Skills

Roles: DevOps Engineer, Full Stack Developer, Community Manager, Engineering Team Lead
Languages: JavaScript, Typescript, Rust, Zig, Python, HTML, (S)CSS, C, C#, C++, Obj-C, Go, Swift
Tools: React, Vue, Svelte, Nomad, Kubernetes, KVM, IPMI, PostgreSQL, MySQL, Git

Experience

Community Moderator | Discord   *Remote*
                                                                                    May 2019 - Present
- Manage large communities of 250,000+ people
- Moderate servers for EA, Riot, Discord and other major organizations
- Utilize ticket bots for user support and appeals management
- Create applications to assist moderation tooling
- Build community spaces for game releases

DevOps Engineer | R2 Technologies, Inc   *Atlanta, GA*
                                                                                    Jan 2025 - Nov 2025
- Led development of scalable applications and backend systems
- Managed CI/CD pipelines, cloud infrastructure, and automated deployments
- Oversaw engineering teams, guiding architecture and improving workflows
- Built internal tools that streamline operations, monitoring, and reliability

Full Stack Engineer | Hyperbeam (**YC W22**)   *Remote*
                                                                                    Nov 2021 - Jan 2023
- Led complete end-to-end redesign of the watch site
- Spearheaded front-end development using Vue and NodeJS
- Optimized database queries utilizing PostgreSQL indexing
- Implemented backend functionality using Go
- Collaborated with a team of approximately 10 people using GitLab

Customer Support Lead | NetVPX   *Remote*
                                                                                    May 2020 - Aug 2021
- Managed customer support tickets using Zendesk
- Led a remote team of approximately 15 people via Discord
- Maintained backups using SCP, RSync, and S3 storage
- Remotely managed servers using SSH, KVM, and IPMI
- Restored access to locked-out servers

Projects

Ghostty | https://ghostty.org   *Contributor*
A featureful GPU accelerated terminal emulator for Linux and macOS   *Nov 2023 - Present*
- Written in Zig and Swift for cross-platform compatibility and speed
- Uses GPU acceleration to achieve high-throughput text rendering
- Compliance with the XTerm specifications as well as many others

Nest | https://codeberg.org/hanna/nest   *Maintainer*
A visual inspection tool for JSON files aiming to be fast, efficient, and easy to use   *Nov 2025 - Present*
- Near-perfect compatibility with similar tools such as jq, jqq, and yq
- Uses libraries and optimizations to ensure results are as fast as possible
- Easy to maintain codebase written in Go with a modular code system
- Open source under the MPL-2.0 license for anyone to contribute

Veil | https://github.com/hqnna/veil   *Maintainer*
An encrypted file storage utility and personal vault for the command line   *Apr 2025 - May 2025*
- Written in the Zig language for fast, efficient, and safe code
- Utilizes Ed25519, X25519, BLAKE3, and Aegis for encryption
- Uses optimizations to achieve speeds of up to 10 files/sec