Ian Hanken

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WORK EXPERIENCE

FrogHat, LLC
Memphis, TN
Developer
Dec 2015 - Present
- Developed multiple iOS applications for use across all devices using Swift and Objective-C
- Programmed in a team environment using Git for version control
- Implemented backend data storage, user authentication, and push notifications using AWS
- Performed full UI and unit test automation using Xcode and Fastlane
- Utilized Kanban methodologies and rituals to manage workflow

McVean Trading and Investments
Memphis, TN
Trade Operations Specialist
May 2014 - Present
- Communicated with brokers to keep trade operations within regulation
- Trained new hires to handle data entry and keep data in compliance with regulation
- Assisted with creation and testing of new software used to check accuracy of trade data

SOFTWARE SKILLS

Languages: C/C++, Swift, Python, Ruby, Java, Javascript, Objective-C, SQL, PHP, LaTeX
Tools and Frameworks: Xcode, Cocoapods, Fastlane, IntelliJ, CLion, Agile, Microservices, REST, MVC
Technologies: Git, Amazon Web Services, Docker, Travis-CI, noSQL, Ruby on Rails, MySQL
Operating Systems: Windows, iOS, macOS, *nix Systems

PROJECTS

Alien Adventure
- Developed a 4-match puzzle game for iOS written in Swift and Objective-C
- Created a point interpolation algorithm for Bézier curves to place levels on a winding path
- Implemented Amazon Web Services for the backend and SpriteKit for the graphics engine

SimpleAWS
- Created a Cocoapod library that beautifies Amazon Web Services API calls in Swift
- Increased readability and reduced code length when making API calls by using closure chaining

Discord Bots
- Created chat bots written in Python for use with the communication application Discord
- Implemented the Microservices paradigm by splitting functionality into specialized bots using Docker

Netflix Collaborative Filtering
- Created a Python collaborative filtering algorithm that predicts Netflix user ratings with 80% accuracy
- Implemented batch data classification and movie recommendation queries

Tappy Dragon ML
- Created a Flappy Bird-style game for iOS that will utilize multiple machine learning algorithms
- Developed the game using Swift for game logic and SpriteKit for animation

LEADERSHIP

Memphis Student Association for Computing Machinery
Memphis, TN
Vice President
Dec 2016 - Present
- Led career preparation workshops to help students receive and prepare for interviews
- Planned events for members of the organization and the Computer Science department
- Created and organized an initiative to improve members' code quality

EDUCATION

University of Memphis
Memphis, TN
Bachelor of Science in Computer Science
May 2014 - Present
- GPA: 3.55/4.00
- Expected Graduation: May 2017

EXTRACURRICULAR ACTIVITIES

Kappa Lambda Chapter of IEEE - Eta Kappa Nu	2016
American Mensa	2016
HACKMemphis	2016
VolHacks	2016

RELEVANT COURSEWORK

Discrete Mathematics	Computer Architecture	Programming Languages
Digital Circuit Design	Machine Learning	Models of Computation
Operating Systems	Data Structures	Software Engineering
Programming in C	Algorithms	Database Design