Alex Hanna

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EDUCATION

Rutgers University-New Brunswick Piscataway, NJ
Bachelor of Sciences in Computer Science Expected May 2028
- **Relevant Coursework**: Data Structures, Introduction to Discrete Structures I, Computer Architecture

Council Rock High School North Newtown, PA
High School Diploma Sep. 2020 – June 2024
- **Relevant Coursework**: AP Computer Science A, AP Computer Science Principles, AP Statistics

EXPERIENCE

Stock Boy Summers, 2022 – 2024
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 – Present
- 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 450 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 2023
- 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 a 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
Frameworks: Node.js, SwiftUI, Java Swing, Windows Forms
Developer Tools: Git, Linux, VS Code, Visual Studio
Libraries: CoreData, SwiftData, SwiftSoup, ws