

Hannah Capone

New York, NY | hcapone@fordham.edu | (617) 971-7288 | [LinkedIn](#) | [GitHub](#)

EDUCATION

Fordham University, Fordham College at Rose Hill

Bronx, NY

Bachelor of Science, Computer Science Major

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, Data

Mining, Data Communication & Networks

Fordham London Centre and University of Westminster

London, UK

Study Abroad Program

Spring 2023

SKILLS

Programming Languages: C++, Java, Python, PHP, Kotlin

Software Skills: Android Studio, Visual 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 codebase on GitHub

Hometeq Web Application (PHP, MySQL, CSS, HTML)

London, UK

Server-Side Web Development, University of Westminster

Spring 2023

- . Designed 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

- . Constructed a to-do list web application 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 interactive dice game Android application between a human player and the computer
- . Led game logic programming and user interface design, testing for functionality and UX

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 coding, debugging, testing, Unix, and object-orientation