

Christopher Lenhardt

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EDUCATION

Georgia Institute of Technology

Atlanta, GA

Bachelor of Science in Computer Science

May 2027

- Threads in Information Networks and Intelligence
- Relevant Coursework: Object-Oriented Programming, Data Structures and Algorithms, Linear Algebra, Computer Organization and Programming, Design and Analysis of Algorithms, Privacy Technology Policy Law

EXPERIENCE

Automated Flight Controls Developer

August 2024 - Present

Experimental Flights V.I.P

Atlanta, GA

- Design, develop, and implement autonomous flight control algorithms for UAVs in warehouses to track inventory and recharge without human intervention
- Utilizing onboard visual sensors to scan QR codes to update an inventory management database
- Integrating onboard sensors to support autonomous navigation and obstacle avoidance

IT Support Specialist

March 2023 – Present

Georgia Tech Wreck Techs

Atlanta, GA

- Providing students, faculty, and staff with remote and on-site technical support and troubleshooting for software and network issues
- Conducting on site repair and renovation of networking devices and building infrastructure servicing over 30 buildings and over 16,000 students
- Maintaining detailed service records, documenting issues, resolutions, and customer interactions for future reference

PROJECTS

HealthTrack | *Android Studio, Firebase, Git Version Control, Software Life Cycle*

May 2024

- Github link: https://willbarnes20.github.io/CS2340A_Team3/
- Applied various design patterns and object-oriented principles, highlighting an understanding of sustainable and efficient software design including but not limited to Singleton, Observer, and Factory design patterns
- Maintained user accounts and data in the cloud using Google Firebase Realtime Database using principles of NoSQL
- Contributed over 70 commits and 20,000 lines of code
- Spearheaded the integration of project management tool Github and Github projects to work collaboratively with my team and apply Agile development methodology throughout the course of 4 sprints and daily scrums for 2 months

ShallowSleep | *C, GBA Emulator, Git Version Control*

June 2024

- Github link <https://github.com/ChrisLenhardt/GBAGame>
- Designed and developed a custom Game Boy Advance game from the ground up using C and DevkitARM
- Implemented core game mechanics, including sprite rendering, input handling, and collision detection
- Used optimizations and proper memory management to work under the limited hardware constraints
- Gained an understanding of low-level programming concepts such as video buffers and input registers

BlackBox | *React, Express, DenoKV, Deno, Git, Javascript*

April 2024

- Developed a full-stack web application using React as the frontend with a REST API stored using DenoKV
- Created an app to promote the development of professionals in tech from disadvantaged communities
- Won 3rd Place at Georgia Tech's BSCO sponsored hackathon

TECHNICAL SKILLS

Languages: Java, Python, C/C++, TypeScript, HTML/CSS, Cisco CLI, x86 Assembly

Certifications: CompTIA Security+, TestOut Security and Network Pro

Tools: Git, Visual Studio, IntelliJ, WireShark