

# Lucas Hasting Resume 2026

## EDUCATION

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### University of North Alabama, Bachelor of Science

Florence, AL. June 2022 – May 2026

*Majors:* Computer Science, Mathematics, Information Technology

*GPA* 3.73/4.0

*Minors:* Data Analytics, Cybersecurity

*Information Technology Concentration:* Software Development

### Calhoun Community College, Associate of Applied Science

Decatur, AL. May 2020 – May 2022

*Major:* Computer Information Systems

*GPA* 3.86/4.0

*Concentration:* Cybersecurity/Information Technology

## TECHNICAL SKILLS

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### Programming Skills

- Developed skills in the programming languages: Java, Python, SageMath, C and C++.
- Developed skills using Python libraries such as scikit-learn, easyAI, pandas, numpy, tkinter, and many more.
- Developed skills using C++ libraries such as the C++ STL, Boost, Wt, and SFML.
- Developed skills with socket and system programming in C/C++.
- Developed basic skills in the assembly languages MIPS and the 6502 assembly language.
- Developed basic skills in the programming languages: C#, Ruby, Fortran 95, Perl, Prolog, Racket, Rust, and Matlab.
- Developed skills in the statistical programming language R.
- Developed web development skills using HTML5, CSS, Bootstrap 5, JavaScript, JQuery, and NodeJS.
- Developed skills in the query languages MySQL, Oracle 12c SQL, and MongoDB.
- Developed skills compiling and executing projects using Make.

### Information Technology Skills

- Developed Administrative and Security skills in the Unix, Linux, and Windows Operating Systems.
- Experience using the CISCO IOS Network Operating System.
- Experience using Git, GitHub, and Gitea.
- Experience using vi and vim.

### Other Skills

- Developed skills in Microsoft PowerPoint, Word and Excel.
- Experience writing documents in LaTeX.

## EMPLOYMENT

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### Verafin

Remote. Toronto, Canada

*Software Development Internship*

*June 2022 – August 2022*

- Researched contact information on crypto companies for a new branch to reach out to.
- Participated in a company hackathon (**Won Best Overall Project**).
- Worked in teams of 5+ people.

### UNA

Florence, AL

*ITS Help Desk: Tier 1*

*August. 2022 – November 2022*

- Interacted with 20+ people daily over the phone, in person, or over email.
- Diagnosed issues and submitting tickets for higher tiers.
- Fixed issues with multi-factor authentication, passwords, and other small issues.

*Computer Science Tutor*

*January. 2023 – Present*

- Interacting with 10+ people weekly.
- Helped students understand programming concepts in Python, C++, PHP, and Java.
- Helped students understand concepts in Data Structures, Algorithms, Discrete Structures, IT Infrastructure, and Frontend Web Development.

## HIGHLIGHTED PROJECTS AND CERTIFICATIONS

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### Certifications

- CompTIA certifications: ITF+, A+, Network+, Security+, Linux+.
- Short Term Certificates: Computer Technician, Server Administration, Cybersecurity Essentials, CCNA Preparation.

### C++ - Tower Defense Game using SFML (called Fish)

- Used the SFML library to manage sprites, textures, music, and events to the screen.
- Loaded path and enemy information for a stage from txt files.
- Included several enemies (fish) and 3 towers (cats).
- The rounds can be customized by editing the stage txt files.

### C++ - Wt Risk Tracking System – Senior Capstone

- Used the Wt library to create a website and connect to a database to track and manage risks.
- Featured a login screen and 3 types of user accounts with different authorization.
- Worked on a team of 14 people.
- An MVP of the project was created.

### Python - AI - Kirby's Dream Land Bot Creator

- Used many libraries such as scikit-learn, gymretro, and tkinter.
- Used logistic and linear regression to predict moves Kirby should make based on screen data.
- A basic GUI was used.
- The project plays the game through the first screen (before the first mini-boss).

### C - Parser for the PC-0 Language

- Built both a scanner and parser for the PC-0 language.
- The project specifically implemented a recursive descent parser.

### 6502 Assembly - PRNG on an 8-bit Computer

- The project was completed on the w65c02sxb computer.
- Made use of a LCG in the form of a lookup table.
- Used specific memory addresses as a default source of entropy.

These projects and more can be found on my portfolio at <https://lucashasting.github.io/Portfolio/>

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