

Thomas Banghart
OSU CS 261 – Data Structures
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My name is Thomas (TJ) Banghart. I currently live in Santa Cruz, California with my partner, Olivia, and dog, Ryder. I moved to Santa Cruz to start a PhD program in archaeology but decided to get the M.A. and leave to pursue something else. I now work as a data analyst in a support department for a data analytics software company (which was recently acquired by a FANG so interesting times to say the least). I'm pursuing this additional degree in hopes of getting out of the support department and into engineering role. After graduation, I hope to continue working in tech within an engineering department, but I am open to support positions as well. Hopefully by that time I'll have a more behind the scenes role of a support engineer. I plan to continue on this path for the next ten years and possibly get into project management.

My main research interest in computer science, if I were to have one, is relating to STEM pedagogy at the university level. I currently don't know enough about CS to make claims of the type of research I would like to actually do yet within the field, but I am interested in learning more about the factors that make students successful in CS. Some research papers that I've looked into highlight that successful students can "see" the code as shapes or moving pieces – I try to do the same and it makes things a little easier to understand. In a more general sense, I'd like CS and STEM programs to include more humanities majors. I believe this is more a problem with humanities programs not embracing these disciplines. I believe CS is more "abstract" than humanists take it to be at face value. More can be done to show how creative coding is.

Coding experience:

I have limited previous experience coding. This includes a Ruby web dev boot camp, a

Java course at a community college, and the previous C++ class we all have taken. Additionally, in my current role as a data analyst, I troubleshoot SQL pretty much all day, as well as the company's proprietary modeling language. I have done most all my coding on Sublime, so this will be my first time using a real IDE.