

# William Thomas Hahn

400 McCutcheon Drive  
West Lafayette, IN 47906

+1 (317) 910-7559  
[hahnw@purdue.edu](mailto:hahnw@purdue.edu)

<https://github.com/hahn-will>  
[www.linkedin.com/in/whahnt](http://www.linkedin.com/in/whahnt)

## EDUCATION

**Purdue University, West Lafayette, IN**

Bachelor of Science in Computer Science

*Expected May 2022*

**Carmel High School, Carmel, IN**

Academic Honors Diploma, Technical Honors Diploma, AP Capstone Diploma

*May 2018*

*GPA: 4.17/4.00*

**AP Exams**

5 on: AP Computer Science A, AP Calculus AB, AP Calculus BC, AP Capstone Research

## TECHNICAL SKILLS

**Ranked: 1 (Learning) – 10 (Proficient)**

**Languages:** Java (9), C++ (7), C (6), Bash (6), HTML & CSS (4), GLSL (3)

**Software/Tools:** Eclipse IDE (9), Unix/Linux (7), Git (7), Arduino (7) Visual Studio (6), VIM (5), OpenGL (3), DirectX (3), SFML (3), CUDA (2), OpenCV (2)

## PROJECTS

**Neural Network: AP Capstone Research Project, Independent Study Project – C++**

- Researched the impact complex training data has on neural network training times and found a positive correlation between complexity and training time
- Implemented training data efficiency comparison
- Integrated a polymorphic program to generate neural networks from a predefined layout file
- Designed and implemented mathematical function generating algorithm

**3D Map Generation: Independent Study Computer Science Project – C++**

- Rendered map of 3D cubes where the user could move and view the map
- Implemented Voronoi noise to generate the map and used the DirectX API to render on the screen

**Fractal Generation: Personal Project – Java**

- Generated Mandelbrot and Julia set renderings in 4k
- Implemented in conjunction with “Image Manipulation” to modify the images for more pleasing visuals

**Image Manipulation: Personal Project – Java**

- Manipulated images through 2D array traversing
- Implemented algorithms to modify contrast, color, and splice images

**STL File Viewer: Personal Project – C++**

- Displayed STL files for previewing before they would be sent to a slicer for 3D printing
- Implemented OpenGL 3D rendering within the SFML API to generate a wireframe representation of the object

**Screen Recorder: Personal Project – Java, C/C++**

- Implemented an algorithm which continuously captured screenshots.
- Designed User Interface to preview and modify video
- Integrated OpenCV and Java Native Interface within the project to increase the possible framerate by 87.5%

## RELEVANT COURSEWORK

**Current:** Fundamentals of Computer Science, Programming in C, Multivariate Calculus

**Past:** AP Computer Science A, AP Calculus AB, AP Calculus BC, Computer Programming 1, Introduction to Engineering Design, Principles of Engineering, Digital Electronics

## ACTIVITIES AND VOLUNTEER WORK

**Association of Information Technology Professionals**

Member

*2018 – Present*

**Tutoring**

Math, Chemistry, Computer Science

*2016-2018*

**Carmel Jazz Band**

Trombone Player

*2014-2018*

**Carmel Concert Band**

Principle Euphonium

*2014-2018*

**Carmel Marching Band**

Leadership Team Member

*2013-2017*

**Lifepointe Church Westfield Mission Trip**

Participant

*July 2016 & July 2017*

## ACCOMPLISHMENTS AND AWARDS

National Honor Society

*May 2017-May 2018*

AP Scholar with Distinction

*2018*

National AP Scholar

*2018*