

THOMAS F HANSKNECHT

Contact Me: (251) 327-7009 | tfh0007@auburn.edu

Software Portfolio and Website: <https://thomashansknecht.com> | LinkedIn Profile: www.linkedin.com/in/ThomasHansknecht-tfh

OBJECTIVE

Computer scientist looking to share leadership, knowledge, and teamwork in a full-time position for January 2022.

SKILLS

Programming Languages: Fluent with MASM Assembly, C++, C, OS/161, VHDL, Java, Python, Apple script, Ruby

Computer: Well suited for Windows, Mac OS, many distributions of Linux

Software: Proficient with Mat Lab, Visual Studio, ModelSim, Word, Excel, PowerPoint, Git

EDUCATION

Auburn University, Auburn, AL

December 2021

Bachelor of Science in Computer Science – Samuel Ginn College of Engineering

Last Semester GPA 3.2 / 4.00

Spring Hill College, Mobile, AL

August 2017 – May 2018

Business Administration – CIS

28 credit hours received

Relevant Course Work:

Personal Computer Applications, Fundamentals of Computing I and II, Software Construction, Principles of Programming Languages, Discrete Structures, Computer Organization and Assembly Language, Digital Logic Circuits, Operating Systems, Software Modeling and Design, Computer Architecture

SOFTWARE PROJECTS

Thomas Hansknecht Website, Auburn AL

May 2021 – Present

- As an independent developer, created a custom website in HTML, CSS, and JavaScript
- Hosted through Git Hub Pages using a custom DNS server and Domain
- Developed a responsive design that changes depending on platform and screen size
- Implemented Intersection Observers to gauge user scroll position and activate scripts/animations
- Used jQuery for simple backend components and JavaScript for more complex logic

Air Traffic Controller Application, Course: Software Modeling and Design

January – April 2020

- Created a fully interactive application that allows 24 users to create and view their tickets
- Scanner classes store and retrieve 24 customers, 13 tickets, and 5 airports from 3 databases
- Built using Git as a version control through 3 shared remote repositories
- Designed based on UML diagrams and GRASP Design patterns created by a team of 5

Auburn Hacks Hackathon, Auburn University

February 2020 – April 2021

- Team leader, platformer game development competition, in February 2020
- Built “Mario with a Gun” using Python with Pygame, over a 24-hour period
- Used 4 Sprite sheets to animate the player, objects, items, and enemies

LEADERSHIP AND AWARDS

- Appointed financial POA by my grandmother to help sell real estate, manage banking, and pay bills July 2021
- Gautrelet Scholarship, Spring Hill College, Mobile, AL May 2017–May 2018
- 18th place in the nation K-12 U-800 US Chess Federation competition, Atlanta, GA April 2016