THOMAS F HANSKNECHT

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Software Portfolio: https://github.com/tfh0007 | **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

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

Home Automations Project, Mobile AL   September 2020 – Present
- As an independent developer, created 41 unique pistons with various inputs using webCoRE
- Implemented 31 virtual switches and 9 custom device handlers for advanced automations

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

Built a Git Client Manager   February 2019
- As an independent developer, controls local and remote file locations on github.com.

LEADERSHIP AND AWARDS

- Group leader, elected for team of 7, Course: Intro to Theatre, Auburn Al   August 2019 – December 2019
- 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