Thomas F Hansknecht

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

* 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