

Griffin Polly

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Education

University of Wisconsin-Whitewater, Whitewater, WI

Bachelor of Science, Computer Science | December 2025

Relevant Coursework: Data Structures, Theory of Algorithms, Operating Systems, Advanced Programming, Server-Side Scripting, Advanced Web App Development, Software Engineering

Experience

Software Development Intern

Blain Supply, Janesville, WI | June 2025 - August 2025

- Developed a RAG web application using TypeScript, React, Next.js, Azure AI Foundry, Azure Machine Learning Studio to streamline knowledge access for 400+ employees
- Collaborated in an Agile/Scrum environment utilizing Azure DevOps and Git version control for task management

Certification

Google Professional Machine-Learning Engineer

Issued by Google Cloud | February 2025 | [certification](#)

Undergraduate Research

University of Wisconsin-Whitewater | September 2024 – Present

- Developing a semi-autonomous drone swarm in Python as assistance to a master's thesis project, integrating computer vision through OpenCV for object detection and navigation.
- Collaborating through in-person team collaboration and Git-based version control.

Projects

MTG Browser

- Developed a web application using Next.js and a third-party API to browse, analyze, and draft decks with Magic: The Gathering cards.
- Implemented dynamic search, card filtering, and responsive UI components for user experience, while utilizing server-side rendering (SSR) for faster load times
- The deployed project has attracted over 30 unique users from around the globe. The project is deployed through Vercel and can be viewed by visiting mtgbrowser.com

NBA Stats Viewer

- Developed a web application where users create and manage NBA teams to simulate games and full seasons from the 2022-2023 NBA season.
- Implemented CRUD operations, MVC architecture, as well as authentication using Laravel Breeze for secure user management.
- The project is deployed on Render using Docker and SQLite, and can be visited at the following link: [laravel-fantasy-basketball](https://laravel-fantasy-basketball.com)

Construction Project Management Software

- Collaborating with a team of 5 students to develop a desktop application for a local construction company using Electron and Node.js.
- Developing tools for tracking construction projects, managing inspections, sending real-time messages, managing user roles. Expected completion of December 2025
- Utilizes MongoDB and Node for secure user authentication

Technical Skills

Languages: TypeScript, JavaScript, PHP, Python, C#

Frontend: React, Next.js, Tailwind CSS

Backend and API: Node.js, Laravel, REST APIs

Databases: MongoDB, SQL

Tools & Cloud: Git, Azure DevOps, Azure AI Foundry, Docker, Google Cloud Services

Methodologies & Concepts: Agile/Scrum, Server-Side Rendering (SSR), Object-Oriented Programming (OOP), CRUD Operations, MVC Architecture

LINKS

[portfolio](#) | [GitHub](#) | [LinkedIn](#) | [MTGBrowser](#) | [NBASStats](#)