

Griffin Polly

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Summary

Entry-level Software Developer with hands-on experience building AI-powered and full-stack web applications used by real users. Experienced with cloud platforms, modern frameworks, and Agile teams, with impact through internships and deployed projects.

Education

University of Wisconsin-Whitewater, Whitewater, WI

Bachelor of Science, Computer Science | Graduated 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 | June 2025 - August 2025 | Janesville, WI

- Developed a retrieval-augmented generation (RAG) web application using TypeScript, React, Next.js, Azure AI Foundry, Azure AD to streamline internal knowledge access for 400+ employees. This reduced key information lookup time from an average of 10 minutes to less than 20 seconds.
- Collaborated in an Agile/Scrum environment as a software developer, utilizing Azure DevOps for CI/CD and task management, as well as Git version control.

Undergraduate Research University of Wisconsin-Whitewater | September 2024 – December 2025

- Engineered a semi-autonomous drone swarm of 3 drones in Python as assistance to a master's thesis project, integrated computer vision through OpenCV for object detection and navigation. Participation achieved through in-person meetings and Git version control.

Certification

Google Professional Machine-Learning Engineer

- Issued by Google Cloud, February 2025. Validates expertise in Google Cloud services including Vertex AI, TensorFlow, Keras, and Google Cloud storage.

Projects

MTG Browser

- Designed and developed a web application using Next.js and a third-party APIs 30,000 card database to analyze and draft Magic: The Gathering cards, attracting over 50 unique users across the globe.
- Features dynamic search, card filtering, and SSR, which achieved less than 1 second load times.

NBA Stats Viewer

- Created an online application to simulate NBA seasons, managing a database of 400+ players.
- Utilizes CRUD operations, MVC architecture, as well as authentication via Laravel Breeze.

Construction Project Management Software

- Led a team of 5 students to implement and launch a desktop application for a local construction company BEC (Business Engineering Consultants) using Electron, Express.js and Node.js.
- Implemented tools for tracking projects, sending real-time messages, and managing user roles.

Technical Skills

Languages and Frameworks: TypeScript, JavaScript, C#, PHP, Python, React, Next.js, .NET, Laravel, Tailwind

Databases and Cloud Tools: MongoDB, SQL, Google Cloud, Azure AI Foundry, Azure DevOps, Docker, Git

Concepts: OOP, MVC, CRUD, Agile/Scrum, Server-Side Rendering (SSR), REST APIs, CI/CD Basics