

Griffin Polly

Whitewater, WI | griffinpolly@gmail.com | 224-230-5210 | [portfolio](#) | [LinkedIn](#) | [GitHub](#)

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 | 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.
- Collaborated in an Agile/Scrum environment as a software developer, utilizing Azure DevOps and Git version control for task management.
- Implemented Azure OpenAI responses with internal data sources to deliver context-grounded messages, which significantly reduced employee knowledge access time.

Undergraduate Research University of Wisconsin-Whitewater | September 2024 – Present

- Developing a semi-autonomous drone swarm of 3 drones in Python as assistance to a master's thesis project, integrating computer vision through OpenCV for object detection and navigation. Participating 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, and Google Cloud storage.

Projects

[MTG Browser](#)

- Created a web application using Next.js and a third-party API's 30,000 card database to analyze and draft decks of Magic: The Gathering cards, attracting over 40 unique users from around the globe.
- Implemented dynamic search, card filtering, and SSR, achieving <1 second average load times.

[NBA Stats Viewer](#)

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

Construction Project Management Software

- Collaborating with a team of 5 students to engineer a desktop application for a local construction company (BEC) using Electron and Node.js.
- Implementing tools for tracking construction projects, managing inspections, sending real-time messages, and managing user roles. Expected completion by December 2025.

Technical Skills

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

Frameworks: React, Next.js, Laravel, .NET, Tailwind CSS.

Databases: MongoDB, SQL.

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

Concepts: OOP, MVC, CRUD, Agile/Scrum, Server-Side Rendering (SSR)