

Blaine Traudt

blaine@traudt.dev | (402) 540-5790 | traudt.dev | linkedin.com/in/blaine-traudt | github.com/blaine-t

EDUCATION

University of Nebraska-Lincoln

B.S. in Computer Science; Minor in Business; Focus Areas in Cybersecurity and Networking

Jeffrey S. Raikes School of Computer Science and Management

Highly competitive honors program accepting approximately **40** students per year

Focused intensively on computer programming, business, communication and effective leadership

Relevant Classwork: Design Studio, Discrete Structures and Algorithms, Operating System Principles, IoT, Statistics (Python), Computer Systems (C), Computer Science I-IV (Java & SQL & Javascript), Business Law

May 2027

Lincoln, NE

GPA: 4.00

SKILLS

Software Development: C#, C++, Docker, GNU/Linux, Javascript, .NET, Python, React, Rust, SQL, Typescript

Hardware Development: Arduino, ESP-IDF, Pico SDK, custom x86 PCs, circuit/PCB design (KiCad)

WORK EXPERIENCE

Hudl | Software Engineering Intern (Hardware Team)

May 2025 – Present

A sports tech company focussed on capturing and bringing value to every play from club to elite

Lincoln, NE

- Improving developer experience by optimizing usage of Docker to reduce warm compile times from **3m to 20s**
- Finalize manual control beta to open up Hudl to an estimated **\$3 million** in new revenue from soccer
- Maintain and add features to the Hudl Focus React Native app, like game controller support for manual cameras
- Develop new .NET endpoints and Rust firmware to support new 32bit football endzone cameras

Speedway Motors | Software Engineering Intern

May 2024 – May 2025

An aftermarket car parts company focussed on getting parts in the hand of enthusiasts through eCommerce

Remote

- Improved developer experience by utilizing pnpm workspaces to reduce hot reloads from **200s to 2s** in Next.js
- Migrated and refactored React contexts to Zustand stores to improve performance and increase revenue
- Developed .NET endpoints with GraphQL allowing customers to check fitment on engine swapped vehicles

School of Computing & Raikes School | Teaching Assistant

January 2024 – May 2025

UNL SoC TA for 155E (Intro to C) and 156 (Java 2). Raikes TA for 183H (Java 1)

Lincoln, NE

- Provided constructive, positive feedback to students in a timely manner on code completion and quality

PERSONAL PROJECTS

CornCycle | Hardware

February 2025

Tron light cycle themed game with custom built real life remote controlled cars

Lincoln, NE

- Won **2nd** place at Corn Hacks by working with the Bluepad32, ESP-NOW, OpenCV, and Pygame
- Built RC Cars with ESP32s and IR LEDs that interacted with the game through an Xbox Kinect and Pico W

LISA - a Local Intelligent Student Advisor

September 2024

AI College Advisor with a realistic voice and face

Kansas City, KS

- Won **2nd** place for the Red Hat Challenge at Hack Midwest 2024 utilizing Red Hat OpenShift powered by AWS
- Developed in parallel with 3 teammates over a 24-hour hackathon managing several microservices and a LLM

Lucky Liars | Hardware | API

February 2024

AI-powered murder mystery game that generates a new experience every playthrough

Lincoln, NE

- Won **1st** place at Corn Hacks by interfacing between a Node GPT API server, Rust game, and C++ Hardware

LEADERSHIP AND INVOLVEMENT

Initialize (President)

August 2023 – Present

An outreach group dedicated to expanding the reach of computer science in local elementary schools

Lincoln, NE

- Organize and keep track of current members and active initiatives to best allocate students with mentors