

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 & Mathematics; Minor in Business

May 2027

Lincoln, NE

Jeffrey S. Raikes School of Computer Science and Management

GPA: 4.00

Highly competitive honors program accepting approximately 40 students per year

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

Relevant Classwork: Discrete Structures and Algorithms, Statistics (Python), Computer Systems (C), Computer Science I-IV (Java & SQL & Javascript), Innovation Processes (Design Thinking), Linear Algebra

WORK EXPERIENCE

Speedway Motors Software Engineering Intern

May 2024 – Present

Contribute to Speedway Motors' eCommerce site | C# (.NET), React (Next.js), SQL (DBEaver), Split, Azure Lincoln, NE

- Maintain and develop software to deliver value to customers and shareholders continuously using CI/CD
- Migrate and refactor existing React contexts to use Zustand stores to improve performance on the website

School of Computing Learning Assistant and Raikes Teaching Assistant

January 2023 – Present

UNL SoC LA for 155E (C 1) and 156 (Java 2). Raikes TA for 183H (Java 1) | Java, C, Leadership Lincoln, NE

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

School of Computing Undergraduate Researcher

October 2023 – May 2024

UNL Undergraduate Research on fiber networks under Dr. Byrav Ramamurthy | C++, Git, Documentation Lincoln, NE

- Comprehensively wrote documentation and migrated C++ codebases from Apache Subversion to UNL GitLab

PERSONAL PROJECTS

Lucky Liars | Hardware | API

February 2024

AI-powered murder mystery game that generates a new experience every playthrough | Rust (Bevy), JS (Node + Express), C++

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

EduWiz

November 2023

Web app that better educational outcomes by Web3 games | JS (Svelte), Rust (Axum), Redis, Google Cloud, Flow Blockchain

- Earned multiple prizes in different tracks while developing in parallel with 3 others over a 36 hour hackathon

Studors | Demo: studors.traudt.dev

August 2022 – May 2023

A web service that allows for students to get in contact with volunteer student tutors | Typescript, SQL, HTML, CSS

- Coordinated with the Chief Technology Officer at Lincoln Public Schools to deploy to students in highschool

piMI

January 2023 – February 2023

Low cost remote server management interface made with a Raspberry Pi Pico W | Python (Micropython), Bash, HTML, CSS

- Connected a desktop computer and microcontroller via serial for remote power management over the internet

fwd_outlook_graph (FOG)

July 2023 – August 2023

Utilizing Microsoft's Graph API to automatically forward emails to catch-all domains | Python (Flask), HTML, NGINX

- Requested message subscriptions from Microsoft's Graph API and received responses on a Flask web server
- Allowed for consolidation of emails in a secure email box under my own custom catch-all email domain

SKILLS

Software Development: C, C#, C++, Docker, Git, GNU/Linux, Java, Javascript, Python, Rust, SQL, Typescript

Hardware Development: Microcontrollers (PlatformIO), computer building, circuit/PCB design (KiCad)

LEADERSHIP AND INVOLVEMENT

Initialize (VP of Membership)

August 2023 – Present

- Teach local elementary school students how to use introductory programming concepts in Lego robotics

LSW Programming Club (Co-Founder)

August 2022 – May 2023

- Co-founded a programming club attending hackathons while growing it from 2 to 15 total members in a year