Blaizun Diamond

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EDUCATION

University of Colorado Boulder   Boulder, CO
Bachelor of Arts in Computer Science, Minor in Design   *Dec. 2024*

Relevant Coursework

Data Structures, Software Development, Databases, Human-Computer Interaction

EXPERIENCE

Webmaster   April 2025 – Present
The Mountain Ear   *Nederland, CO*
- Led a full redesign of the newspaper's website to establish a modern, mobile-friendly user experience.
- Manage and publish weekly content, maintaining site structure and visual consistency to drive reader engagement.
- Design in-house graphics and imagery for ads, articles, and promotional materials to support brand identity.

PROJECTS

Fake Job Detection | *Python, PyTorch, Matplotlib, PyEnchant*   April 2024 – May 2024
- Fine-tuned Google's BERT model using a Kaggle dataset to classify fraudulent job postings.
- Engineered custom linguistic and metadata-based features to improve model accuracy and interpretability.
- Visualized performance metrics with Matplotlib to communicate model behavior and findings.

Tuple Trivia | *JavaScript, Express.js, PostgreSQL, Socket.io, Git, Docker*   April 2020 – May 2020
- Directed a 5-member development team through agile sprints to deliver a deployed multiplayer trivia web app.
- Designed and implemented the entire front-end interface for responsive, intuitive gameplay.
- Defined and implemented 15+ user stories, balancing feature scope with strict project deadlines.
- Deployed the application on Microsoft Azure using Docker for containerized infrastructure.

Graphics Research Project | *C, OpenGL, GLSL*   Oct. 2024 – Dec. 2024
- Developed a real-time 3D landscape with dynamic wind simulation and level-of-detail rendering.
- Implemented procedural noise and shader-based animation to achieve smooth performance and realism.
- Self-taught advanced rendering techniques to optimize visual fidelity and computational efficiency.

Votepedia | *Figma*   Oct. 2023 – Dec. 2023
- Designed a high-fidelity prototype to increase political engagement among young voters.
- Conducted three rounds of user interviews to identify needs and refine interface flow.
- Applied human-centered design (HCD) principles to produce data-driven design iterations.
- Delivered professional documentation detailing design rationale and iterative progress.

TECHNICAL SKILLS

Languages: Java, Python, C/C++, SQL (Postgres, MySQL), Scala, JavaScript, TypeScript, HTML/CSS, GLSL
Frameworks: React, Node.js, Flask, JUnit, WordPress
Developer Tools: Git, Docker, VS Code, IntelliJ, Burp Suite, Jira, Hashcat, Cassandra, Wireshark, Postman, Nmap, Microsoft Azure
Libraries: pandas, NumPy, Matplotlib, p5.js, three.js, PyTorch, OpenGL, Redux, jQuery
Creative Software: Photoshop, Blender, Illustrator, Figma, InDesign, Lightroom, Premiere Pro