Peyton Comer

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Deliberative – Restorative – Relator – Achiever – Learner

Education

University of Nebraska – Lincoln *Expected Grad. May 2025*

Bachelor of Science | Major: Computer Science | Honors Student | Accelerated Masters Student | Minor: Music Technology

- Cumulative GPA: 3.875
- Undergraduate Research Assistant with Professor Qiuming Yao, Course Leader and Learning Assistant

Experience

Computer Science Course Leader *January 2024 - Present*

CSCE Department | University of Nebraska – Lincoln |Lincoln, Nebraska

Promoted after demonstrating leadership and innovation in helping students grasp core computer science concepts. Managed, mentored, and coordinated a team of Learning Assistants, ensuring student engagement and curriculum success.

Undergraduate Research Assistant *August 2023 – Present*

University of Nebraska-Lincoln – College of Engineering |Lincoln, Nebraska

Utilized advanced machine learning algorithms for the analysis of genetic sequences. Collaborated on creating a scalable web application using Python, Flask, and AWS for genomic data visualization. Leveraged Facebook ESM models and plotly for enhanced insights and data interpretation.

Intern for Nebraskans for the Arts *January 2024 – May 2024*

Nebraskans for the Arts | Lincoln, Nebraska

Employed strategic problem-solving to enhance the membership system using Little Green Light. Led the organization of high-impact advocacy events, focusing on collaboration and stakeholder engagement.

Skills

Full Stack Development | Python |Artificial Intelligence | Web Development |Agile Methodology |Data Science | Git

Projects

Hack Midwest – DoppelHanger Project (Django, React, Pinata, SQL, Torch) *September 2024*

As a part of the annual Hack Midwest Hackathon, I contributed to the creation of a machine learning-driven outfit recommendation engine, using Torch, Pinata, and SQL. Developed a full-stack solution with a React frontend and Python/Django backend, demonstrating cross-functional collaboration and innovative AI integration.

NASA SUITS Project (C#, Unity) *September 2022 – May 2023*

As a part of the annual NASA Suits challenge, I contributed to the development of a cutting-edge augmented reality interface using C#, Unity, and NASA APIs on the HoloLens 2. Focused on real-time data processing for astronaut efficiency and environmental responsiveness in high-stakes conditions

Extracurriculars

- Cornhusker Marching Band Drumline *(August 2022 - Present)*
- Lincoln Christian South Percussion Instructor *(May 2024 - Present)*
- Waverly High School Bass Drum Instructor (August 2024 – Present)
- Madison Scouts Drum and Bugle Corps *(December 2023 - August 2024)*
- Crossroads Indoor Percussion *(December 2023 - April 2024)*
- Academy Drum and Bugle Corps *(April 2023 - August 2023)*