

# Grant Polazzo

polazzo.grant@gmail.com • github.com/thatdudegrantt • LinkedIn: www.linkedin.com/in/grant-polazzo

## EDUCATION

---

GEORGIA INSTITUTE OF TECHNOLOGY

Atlanta, GA

**Bachelor of Science in Computer Science (Threads: Media/ Systems & Architecture), Minor in Economics** May 2026

**Awards:** Georgia Tech's Dean's List (Spring 2024) | GSU President's List Fall 2022 & Dean's List Spring 2023.

**Clubs:** GT Developers, Video Games @ GT, GT Barbell club, GT Calisthenics, GT Climbing Club, GT Esports

## TECHNICAL SKILLS

- Languages: Java, Python, C, C#, JavaScript, HTML/CSS.
- Frameworks: Django, React, Node.js/Next.js, Git, MongoDB, Jupyter Notebooks, AWS.
- Concepts: Agile, OOP, Data Structures & Algorithms, API calls, LLMs & Neural Networks, Computer Vision, Embedded Systems, Dynamic Programming, UI/UX design, Fullstack development.

## PROJECTS

---

**PROJECT LEAD – PLANKTON COMPUTER VISION PROJECT** | Python, Jupyter Notebooks Jan 2025 - Present

- Lead role designing a computer vision neural network to identify species of plankton based on a dataset.
- Improved upon CNN's accuracy by 65% through redesigning from current InceptionV3 model to a modern EfficientNet model. This led to a 50% decrease in time taken to finish dataset training.
- Implemented an image preprocessing pipeline, focusing on retaining depth, sharpening object edges, reducing graininess/salt and pepper pixeling, and maintaining constant computational expenses.
- Led a team to improve upon a previous VIP project to implement a CNN for plankton species identification.

**GAME BOY ADVANCE EMULATOR & FROGGER CLONE** | C

Mar 2025 - Apr 2025

- Implemented GBA hardware-level features in C including DMA, VBlank Sync, & Memory-Mapped I/O.
- Developed Frogger game with custom collision detection, dynamic object moment, & state machine architecture.
- Optimized for GBA hardware constraints, limited CPU cycles, manual pixel manipulation & minimal RAM usage.

**AUDIOSCAPE JOURNEY (CUSTOM SPOTIFY WRAPPED)** | Python, CSS/HTML, Javascript, Django Oct 2024 - Dec 2024

- Developed a dynamic website leveraging Spotify API to generate & display custom music listening data.
- Designed engaging animations, game logic, and integrated AI using Google's Gemini LLM to enhance our project.
- Employed Agile methodologies to meet client needs for a project that our professor & TAs labeled best in the class.

**ATLANTA FOOD FINDER** | Python, CSS, HTML, Javascript, Django

Aug 2024 - Oct 2024

- Built a map-based application utilizing Google Maps API for restaurant searches by name, type, and proximity.
- Implemented seamless backend logic, accounts, restaurant favoriting & review system, and user-friendly UI design.

## WORK EXPERIENCE

---

**BARCELONA WINE BAR - WAITSTAFF**

Atlanta, GA | Jun 2024 - Dec 2024

- Collaborated in a high-pressure team environment, managing 75+ daily customer interactions.

**CITY OF ATLANTA, OFFICE OF THE MAYOR - EXECUTIVE INTERN**

Atlanta, GA | Jan 2022 - Aug 2022

- Worked under the Mayor's Executive Assistant & COA Business Manager to organize, research, plan events, research city archives document finances, and help onboard and advise new interns.

**JON OSSOFF FOR US SENATE - CAMPAIGN VOLUNTEER**

Atlanta, GA | Sep 2020 - Dec 2020

- Canvassed door to door, assisted with mailings in person & virtual fundraisers.