

# Tai Polanowski

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<https://github.com/twikia>

## Summary

Driven Computer Scientist with expertise in C++, and Python, coupled with industry experience in data analytics and machine learning. Successfully launched two Indie games on the Google Play Store and Apple Store using Unreal Engine, demonstrating strong creative vision and a versatile skill-set encompassing the full game development pipeline.

## Skills

Proficient: Python (Pandas, Numpy, H2o, Openpyxl), C/C++, Unreal Engine, Experienced: Java, SQL, Microsoft Suite, Davinci Resolve, Kotlin Comfortable: Kali Linux, MongoDB, Scala, Git, HTML, CSS, JavaScript, Node.js, Blender3D, Burp Suite, Arduino.

## Education

### Computer Science BS

*University of Colorado Boulder • Boulder, Colorado 05/2026*

*Computer Engineering Minor*

- Courses: Data structures, Algorithms, Computer Systems, Digital Logic, Robotics, Database Systems, Cyber Security, Software Development Methods, Intro to A.I. Intro to Python, Intro to C++, Principles of Programming Languages.
- Worked collaboratively to build a website using HTML, CSS, Node.js, Docker, Mocha, and Chai.
- With a team coded a robot in C that used lidar sensors, computer vision, limit sensors, and light sensors.

### Professional Development

- Solo developed and published two mobile games to Google Play and Apple Store. Developed 4+ mobile games independently, acquired skills: Memory Optimization, CAD, PBR, Animation, Unreal Classes/Functions, Skeletal meshes, Rendering, SDKs.
- Top 1% of users on Exercism learning Java and R. Top 5% on Tryhackme - Jr. pentester, 70+ Medium/hard Leetcode.
- Created 5+ personal projects utilizing Threading, Matplotlib, BeautifulSoup, Pygame, Win32, H2o.

## Experience

### Software Engineering Intern

*SMX Broomfield, CO 06/2025 – 08/2025*

- Create a clustering algorithm using HDBscan to cluster mine laydowns within minefields.
- Build a repository from scratch to analyze minefields and output metrics to other algorithms.
- Added a new feature to mobile app allowing for complex polygons to be drawn over a globe.

### Data Scientist

*HandelStats, CO 04/2024 – 02/2025*

- Optimized system performance by refactoring code with Pandas, NumPy, and Multiprocessing, resulting in a 99.17% improvement in runtime from 30 mins to < 15 seconds.
- Build and maintain a daily-use infrastructure for analyzing millions of stock data points, leveraging Pandas, NumPy, H2o, PyInstaller, Pypdf2, Feather, Reportlab, Dash, and Plotly.
- Automated interactions with Excel/CSVs using Openpyxl, Win32, and CSV to update databases, perform calculations, and execute macros saving 100s of hours of manual work.

### Machine Learning Trainer

*Outlier AI, remote 02/2024 – 11/2024*

- Audit diverse Python programs, using Dash, Scikit-learn, SQLite3, and various data structures to improve versatility.
- Evaluate and refine AI-generated code, ensuring correctness, efficiency, and adherence to coding standards.

### Engineering Ambassador

*CU Boulder, CO 08/2022 - Present*

- Aid current and prospective students in the College of Engineering to encourage leadership skills and academic success.
- Lead weekly tours of 30+ prospective students.
- Work with a team to host events catering to hundreds of prospective and current students.

## Videographer/ Video Editor Contract Work

*Invizible Agency, CO 05/2020 – 09/2023*

*Portfolio:* *[Twikiadroneson.com](http://Twikiadroneson.com)*

- Film and edit food commercials for multiple local restaurants, growing their following from zero to a few thousand.
- Produced a commercial for a premier top 50 restaurant in the U.S (as ranked by Yelp).
- Adapted to high-pressure environments of high-profile clients seeking photography and videography.
- Mastered the inner workings of electronics and software by building commercial-grade drones.