

Grant Wasserman

Learner, Competitor, Adaptability, Strategic, Self-Assurance

(402) 560-7989 | grantwasserman@gmail.com | linkedin.com/in/grant-wass/ | Lincoln, Nebraska



EDUCATION

Raikes School of Computer Science and Management at University of Nebraska

May 2026

Majors in Computer Science, Data Science, Mathematics with a minor in Business

GPA: 3.96/4.00

WORK EXPERIENCE

Speedway Motors

Lincoln, Nebraska

Software Developer

May 2024 – Current

- **Performance Optimization:** Started and provided documentation on the process of migrating our legacy front-end state management system to a new system to reduce unnecessary re-renders across the website while making the code more readable. Later served as the primary contact to guide others through the same process.
- **User Engagement:** Identified areas for improvement and created experiments across our product page to increase user engagement and conversion rate. The most successful of which increased add to cart rate by 6%.
- **Order Tracking:** Found discrepancies in our order tracking system and implemented changes which provided tracking information to the users for 7 of our shipping providers along with more information within our current system.
- **Full-Stack Experience:** Gained hands-on experience in full-stack development, working with both front-end and back-end issues involving React/Javascript and C#/.NET.
- **Agile Development:** Learned and utilized modern agile development principles. Had the opportunity to run stand-ups, contribute to sprint planning, and create actionable tickets based on customer and manager input.
- **Rapid Learning:** Was open to develop in a new language and was successful through the help of mentors and teammates. Actively sought out issues outside of my comfortably in order to gain useful domain knowledge.

Design Studio – Kiewit

Lincoln, Nebraska

Software Developer

September 2024 – Current

- **Virtual Reality:** Creating a virtual reality environment for recruitment and onboarding through Unity (C#).
- **User Stories:** Collaborating with sponsors and users to develop user stories and translate requirements into actionable development tasks, ensuring the final product aligns with both technical and business needs.
- **Scalability and Reusability:** Emphasis on preparing project for hand-off and future use by implementing clear documentation, modular architecture, and robust design patterns.

PROJECTS

Personal Running Interface | *React & Flask*

April 2024

A web interface for tracking and analyzing running activities to provide visualizations and analysis for an elite runner.

- * **Intuitive UI:** Integrated feedback from other runners and followed UI best practices to create a useful and intuitive interface to showcase a user's recent activities allowing for analysis, visualization, and retrospection on their fitness
- * **Performance Enhancement:** Decreased duration of large API requests by up to 5 times through the use of caching, batched requests, threading/concurrency, and other minor optimizations.
- * **Third Party Integrations:** Utilized the Garmin Connect API to access my personal running data and integrated each activity's spatial data with Google Maps API to create a heatmap showcasing my most popular running routes.

Secret Hitler | *React & Express*

January 2024

A browser-based, turn-based multiplayer game inspired by the game of deception: Secret Hitler.

- * **Multiplayer Functionality:** Developed multiplayer gameplay using web sockets and state management, replicating real-life dynamics with a UI that clearly communicates roles, actions, and hidden identities.
- * **User Management:** Created and stored user profiles within our database, efficiently handling user authentication and login states. Encrypted passwords to maintain user security.

Real Estate Affordability Predictor | *Python*

March 2024

A tool designed to predict real estate affordability, leveraging existing databases and machine learning models.

- * **Data Analysis:** Used various accuracy metrics and data visualization tools to analyze practical applications of the model's predictions. Explored both classification and regression applications of our Neural Network.
- * **Model Improvement:** Fine-tuned predictive models to enhance accuracy. Utilized feature engineering, hyperparameter tuning, and cross-validation techniques to improve accuracy by 50%.

Mock Compiler | *Java*

March 2024

Functional compiler with type checking, parsing, and lexical analysis, simulating the process of code compilation.

- * **Code Architecture:** Designed and implemented the overall structure of the compiler, ensuring modularity and scalability through following DRY, SRP, and SOLID software engineering principles.
- * **Recursion Logic:** Optimized recursion logic for parsing nested expressions, improving maintainability.

SKILLS

Programming Languages: Python, JavaScript, C#, TypeScript, C, SQL, R, Java, HTML, CSS, Git

Tools & Technologies: .Net, React, Express.js, Node.js, Next.js, Redux, Jest, MongoDB, Azure, Docker, Scikit-learn, TensorFlow, Pandas, Keras, Jira, Visual Studio, Github, AWS, Jira, Unity, OOP, Data Structures & Algorithms

Soft Skills: Adaptability, Critical Thinking, Curiosity, Communication, Leadership, Problem-solving, Thorough

ADDITIONAL INFORMATION

Hobbies: Traveling, Hiking, Arts & Crafts, Camping, Running, Basketball, Geography, LeetCode, Fantasy Football

Academic Interests: Web Development, Machine Learning, Data Analysis, AI

Involvement: Student-Athlete at UNL (Track and Cross Country), Inner Circle (Professional Development Club)

Awards: BIG 10 Distinguished Scholar, National Merit, BIG 10 All-Academic Team, Dean's List