Grant Wodny

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SUMMARY

Software engineer with production experience across full-stack development, infrastructure automation, and embedded systems. Built and deployed enterprise applications serving 1,000+ users, automated IoT monitoring systems, and real-time telemetry platforms. Strong track record of end-to-end project ownership from requirements to deployment and maintenance.

EDUCATION

University of Minnesota - Twin Cities · May 2026
Bachelor of Science in Computer Science · *Minneapolis, MN*

WORK EXPERIENCE

IT Intern · May 2024 — Present
Oxygen Service Company · *St. Paul, MN*

- Architected infrastructure automation using Ansible to deploy and maintain software across a distributed Raspberry Pi network powering digital displayboards with integrated temperature monitoring
- Built IoT temperature monitoring system with database logging and automated email alerts via SendGrid, notifying building maintenance when temperatures fall outside thresholds or sensors stop reporting
- Developed automated digital signage system using NDI and Python serving 7 locations, enabling marketing to update content company-wide by simply dropping images into a shared folder
- Built 12+ real-time dashboards integrated with ERP system, eliminating 4-hour delays in order fulfillment workflows
- Developed multi-department ticketing system with Active Directory integration, tracking thousands of requests
- Consolidated legacy service records into unified web application with ERP integration, replacing hours of manual searching with instant lookups
- Created internal phone directory web application integrating Active Directory and 8x8 API, providing real-time employee contact information across the organization

IT Technician · Apr 2022 — Aug 2023
Techstars University · *Duluth, MN*

- Diagnosed and resolved complex hardware and software issues across diverse systems
- Translated technical concepts into clear explanations for non-technical users

PROJECTS

Systems Engineer, Gopher Motorsports · Sep 2024 — Present

- Own embedded firmware codebase; rapidly debugged critical issues under pressure to meet drive day deadlines
- Integrated IMU sensor with vehicle's CAN bus for real-time motion tracking and data acquisition
- Developed UDP-based telemetry system enabling live visualization of vehicle data from any trackside laptop

Flight Software Engineer, Stratospheric Ballooning · Jan 2024 — May 2024

- Developed microcontroller-based flight computer for near-space data collection (90,000+ ft altitude)
- Implemented sensor fusion and data logging firmware; built Python tools for post-flight analysis
- Led technical presentations for project proposal approval and final results showcase

Game Developer, The Completion Jam, Spectral Shift · Jan 2021

- Placed 3rd overall with 1st place gameplay at Deynum's 72-hour game jam
- Applied agile practices to triage and resolve critical bugs under extreme time pressure

TECHNICAL SKILLS

Languages: Python, C, C++, JavaScript, TypeScript, PHP, SQL, Java, Bash
Frameworks & Libraries: React, Node.js, Next.js, REST APIs
Infrastructure & DevOps: Linux, Docker, Ansible, Git, Apache, Azure
Platforms & Integrations: Raspberry Pi, Active Directory, SendGrid, CAN Bus
Concepts: System Design, OOP, Design Patterns, Agile, Embedded Systems, IoT