

Finnagin Wantland

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EDUCATION

University of Las Vegas, Nevada,
Bachelor of Science, Computer Science
Dean's List:

Exp Grad Date: May 2027

GPA: 3.35

Spring 2024, Spring 2026

SKILLS

Frameworks: Unity, Godot, React, Git, Microsoft Office, Adobe Photoshop, MATLAB, QT, Google Suite, Microsoft Active Directory, BURP Suite, Wireshark, .NET

Programming Languages: C++, C, C#, Python, HTML, CSS

RELEVANT COURSEWORK

Design and Analysis of Algorithms: Analysis of the time and space complexity of algorithms. Techniques for efficient algorithm design and the effect of structure choice on efficiency.

Programming Languages: Design, evaluation and implementation of programming languages. Includes data types and data abstraction, sequence control and procedural abstraction, parameter passing techniques, and scope rules.

Data Structures and Algorithms: Problem-solving methods and algorithm development in a high-level programming language. Program design, coding, debugging, and documentation using efficient programming techniques.

PROFESSIONAL EXPERIENCE

Coding Coach

The Coder School

December 2025 - August 2026

- Mentor on average ~12 young coders a week through hands-on projects and personalized instructions, creating games.
- Teach OOP practices for game development in current frameworks such as Unity, Godot, RPG maker, etc.
- Turn ideas into working apps and games while helping students build confidence in STEM.

Data Collector and Curator

Freelance work

September 2024

- Curated frameworks, insights, and strategies for an entrepreneurial audience based on the My First Million Podcast for MFMVault.com
- Handled and labeled speakers for over 600 episodes of My First Million Podcast for MFMVault.com
- Managed and filled in data for over 200 guest profiles for MFMVault.com

Undergraduate Research Assistant

Computing Research Association

May 2026 - Present

- Conduct research on adaptive traffic signal strategies and their impacts on urban traffic flow and intersection efficiency.
- Developed and implemented simulation programs to model signalized intersections and test a variety of signal cycle lengths.
- Analyze simulation results to evaluate the performance of timing plans, including metrics such as vehicle delay, queue length, and throughput.

Customer Success Management Intern

MoFlo

August 2026 - Present

- Document feedback, feature requests, and pain points after every interaction with on average 9 meetings a week with clients
- Keep the CEO, President, and Customer Success Team Lead in the loop on client status and anything that needs their attention
- Flag bugs or UX issues to engineering with clear repro steps and help build internal playbooks for onboarding, troubleshooting, and client comms

PROJECTS

Personal website and portfolio: <https://FinnWant.github.io>,

- built using purely HTML and CSS with a built in visit counter using CounterAPI.

MoKnowledge Webscraper:

- Paste a company's website address and MoKnowledge crawls the site, extracts a structured knowledge base from the real HTML, shows you exactly where every value came from, lets you correct what's wrong and answer what's missing, and saves the result as JSON using cheerio web scraper and written in typescript
- Calls LLMs for live data enrichment and infers empty fields from collected data, connects to a live database as well.

ORGANIZATIONS

- Member of the National Society of Leadership and Success