

Malcolm Saltzman

Active DOE Q Security Clearance

malcolmsaltzman.com | malcolm.saltzman2@gmail.com

EDUCATION

University of Nebraska-Lincoln

M.S. Computer Science

Lincoln, NE

December 2025

University of Nebraska-Lincoln, Undergraduate GPA: 4.0

B.S. Computer Science - Business Administration Minor

Lincoln, NE

December 2024

WORK EXPERIENCE

Honeywell FM&T - Kansas City National Security Campus

Kansas City, MO

Data Scientist - Graduate Intern I

June 2025 - Dec 2025

- Developed a Computer Vision model in Dataiku for object and anomaly detection on Printed Circuit Boards (PCBs), enhancing the Automated Optical Inspection (AOI) process by improving defect detection accuracy (96.8%) and reducing manual verification time.
- Explored scalable CI/CD MLOps solutions (such as RedHat OpenShift) to streamline ML deployment and lifecycle management on High Performance Computing (HPC) platforms.

Software Engineer - Student Engineer Intern III

June 2024 - Aug 2024

- Built an internal scheduling and management application used by dozens of Engineers to maintain the progress of projects, estimated savings: \$5,000/year.
- Developed an easy-to-navigate front-end with TypeScript and React that interfaced with a Java Spring Boot and MSSQL backend.

MyRacePass (MRP)

Lincoln, NE

Software Developer Intern

Jan 2024 - Dec 2025

- Maintained the MRP code base consisting of C#, ASP.NET, Razer, JavaScript, and external SDKs.
- **Electronic Waivers:** racetracks can offer and maintain e-waivers signed by racers and fans.
- **MRP Audio:** announcers stream their microphone audio on the MRP app; leverages Amazon IVS Real-Time Streaming.
- **Invoice texting:** customers send their racing tickets to their phone number; uses Twilio.

PROJECTS

21Vision - CornHacks

Lincoln, NE

"Beat the Odds" - Hackathon

Feb 2024

- Project that uses a camera extension to "count" cards at a blackjack table.
- Trained a Machine Learning object detection model using YOLOv3 and RoboFlows to detect card suits and ranks.

SKILLS

Programming: C#, Java, C++, C, Python, Jupyter, TypeScript, JavaScript, HTML, CSS

Software: VS Code, React, MSSQL/MySQL, Git, Docker, Dataiku, Figma, Jira, Matlab

Soft skills: Communication, Collaboration, Leadership, Problem-Solving, Accountability

Methodologies: Agile, Artificial Intelligence, Machine Learning, Deep Learning, Computer Vision, MLOps

CLUBS/LEADERSHIP

- UNL School of Computing Student Advisory Board (External Vice President)
- UNL Bowling Club (Vice President, previous Treasurer)