

Mohammed Njie

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Education

University of Nebraska Omaha (B.S. in CompSci & Artificial Intelligence, 3.73 GPA)

Aug 2024 - May 2028

Skills, Technologies, and Awards

Skills: Python, Flask, Typescript, JavaScript, React, HTML/CSS, TailwindCSS, Swift

Technologies: PostgreSQL, Supabase, Railway, Jupyter, Docker, Git/Github, YOLO

Awards, Certs and Orgs: ColorStack, Walter Scott Jr. Scott Scholar, NVIDIA Certified Associate: Generative AI with LLMS

Experience

Chief Technology Officer - Blueprints of Pangaea Omaha Chapter

December 2025 - Present

- Led technology direction for a nonprofit chapter dedicated to redistributing unused medical supplies to underserved communities, translating humanitarian operational needs into reliable software infrastructure
- Scoped and oversaw development of a full-stack inventory management system to replace a fragile Google Sheets workflow, giving the organization a proper foundation for tracking and managing medical supply logistics (see Projects)
- Served as the primary technical decision-maker across stack selection, architecture, and tooling, bridging the gap between non-technical team members and the medical supply redistribution mission

Los Alamos National Laboratory x UNO, Software Engineer Intern

June 2025- Aug 2025

- Built a web application for engineers at a U.S. Department of Energy national laboratory to verify damage to nuclear waste barrels, replacing a slow manual review process with a real-time digital confirmation interface
- Designed the underlying database structure and automated routing logic that directed flagged items to the appropriate review queues, improving quality assurance workflows for nuclear safety compliance
- Constructed the front-end review interface that allowed engineers to efficiently confirm or reject AI-flagged barrel images, working within an Agile team environment
- Researched object detection techniques (computer vision) for potential integration into an automated damage detection pipeline

University of Nebraska Omaha, Lead IT Consultant (Part Time)

Jan 2025 - Present

- Managing a team of student workers and providing technical support to students and faculty across campus
- Designing and leading training sessions on classroom technology and instructional tools for new student employees

University of Nebraska Omaha, Python Grader (Part Time)

Jan 2025 - Present

- Evaluating student programming assignments against standardized rubrics and deliver actionable technical feedback
- Managing high-volume grading workflows under strict weekly deadlines

University of Nebraska Omaha, Cybersecurity Research Intern (Part Time)

June 2022 - July 2022

- Researched internet safety risks and cybersecurity vulnerabilities on websites used by K-6 students
- Presented findings through presentation and live-demo

Technical Projects

Inventory Management System (github)

August 2025 - Present

- Built a full-stack web application for tracking medical supplies, including searchable tables, image uploads, expiration-date tracking, lot and pallet metadata, and separate views for active, archived, and donated inventory
- Implemented a secure login system with role-based access (admin, volunteer, visitor), ensuring the right people have the right level of access to sensitive inventory data

Nbadle (NBAdle.net)

- Designed and shipped a daily NBA-themed puzzle game (similar to Wordle) where all users worldwide receive the same player challenge each day
 - Built a multi-attribute comparison engine that gives players partial-match feedback across stats, team, position, and more
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