Grant Johosky

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Summary

Computer Science major (expected May 2027) with an Associate's in Business and a strong interest in fintech. Experienced in C++ and full-stack development through projects involving machine learning, automated trading, and financial dashboards. Eager to keep learning and contribute to impactful projects in financial technology.

Education

University of North Texas — Denton, TX
Bachelor of Science in Computer Science — *Jan. 2024 – May 2027*
Artificial Intelligence and Machine Learning Certification — *Aug. 2025 – May 2027*

Tarrant County College — Tarrant County, TX
Associate of Arts in Business — *Aug. 2021 – Dec. 2023*

Skills

Languages: C++, JavaScript, Python, SQL, HTML, CSS
Frameworks & Libraries: Flask, React, Tailwind, Bootstrap, Sass
Tools: Git, Docker, DigitalOcean
Databases: SQLite, MySQL

Experience

Independent Contractor / Freelance SWE — Denton, TX
Software Engineer (Freelance) — *Jan. 2025 – Present*

- Collaborated with a local marketing agency on front-end design projects focused on branding and usability.
- Designed and deployed responsive websites for client projects using HTML, CSS, JavaScript, and Flask.
- Applied basic SEO practices including meta tagging, semantic HTML, and site structure optimization.
- Built a Python script to automate the conversion of .txt/.csv files into structured Excel spreadsheets, improving workflow efficiency.

Projects

Serenity | *Python, Flask, JavaScript, SQLite, Alpaca API* — *July 2025 – Present*

- Built a Flask-based automated trading platform integrating the Alpaca API for stock transactions.
- Configured price stop/loss triggers to automate basic buy/sell executions.
- Created a web dashboard to monitor active positions and trading performance efficiently.
- Currently expanding toward algorithmic strategy development and market analysis features.

Props AI | *Python, Flask, JavaScript, Scikit-Learn, SQLite, DigitalOcean* — *Mar. 2025 – July 2025*

- Developed full-stack Flask web app that predicts NBA player statistics using regression models built with Scikit-Learn.
- Pulled and structured historical player data from an external API, formatting datasets with Pandas for model input.
- Designed a dynamic SQLite backend that generates and manages tables for each game.
- Rendered game-specific predictions in an interactive HTML table, and deployed the full system on DigitalOcean.

Blackjack Trainer | *C++* — *Jan 2025 – Mar. 2025*

- Developed a C++ Blackjack simulator with two play modes: Standard Games and Flash Training for card counting.
- Implemented complete game logic including shuffling, player input, and dealer decisions based on standard rules.
- Built a console-based interface that tracks player balance, round outcomes, and game statistics.
- Focused on modular design with shared headers and functions to ensure scalability and clean code organization.