

Timur Tripp

Software Engineer

Denver, CO

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Visit [TimurTripp.com](https://www.timurtripp.com) for my full portfolio.

Work Experience

- **Software Engineer** – *Strategic Relations, University of Colorado Boulder*, Boulder, CO, June 2022 - February 2025 (full time)
 - Modernized CU Boulder's Drupal-based *Web Express* CMS and 900+ Pantheon-hosted sites on Colorado.edu, leveraging modular design and interactive API-driven web components to enhance performance and usability.
 - Made FOSS contributions built with TypeScript and PHP, reported as in use by 4,000+ websites.
 - Collaborated within and between teams using GitHub and Asana for project management, responding quickly to the UI/UX team and ensuring compliance with web accessibility standards in code reviews.
- **Tutor** – *CSIS, Salt Lake Community College*, Taylorsville, UT, February 2022 - May 2022 (part time)
 - Assisted students with the start of their coding journey, breaking down concepts in easy to understand ways.
- **Research Assistant** – *Westminster University*, Salt Lake City, UT, Dec. 2021 - April 2022 (part time)
 - Processed a large CSV dataset with thousands of survey responses into an SQL database for IntroCS-POGIL.

Education

- **Master of Science in Computer Science**
University of Colorado Boulder, Boulder, CO, May 2025. GPA: 3.8
Coursework: **Software Engineering, Natural Language Processing (NLP), Cybersecurity, Neural Networks & Deep Learning, Data Mining, Linux System Administration, Computer Graphics**
- **Bachelor of Science in Computer Science**
Westminster University, Salt Lake City, UT, May 2022. GPA: 4.0
Coursework: **Web Apps, Databases, Networks, Algorithms, Artificial Intelligence (AI) & Machine Learning (ML)**
- **Associate of Science in Computer Science**
Salt Lake Community College, Taylorsville, UT, August 2020. GPA: 3.8 (High Honors)
Coursework: **Internet & XHTML Fundamentals, Web Programming, SQL Programming, Computer Architecture**

Projects

- **iiod.io**
 - Developed a full-stack decoupled web application and game with real-time player interaction using WebSocket and the Spring framework.
 - Deployed into production and played by hundreds of people around the world.
- **Fitness Dashboard**
 - Created a decoupled microservices-based fitness news web app using Tailwind, React, and Spring Boot.
 - Developed using Agile concepts, including user stories, TDD, and CI/CD pipelines.
 - Features acceptance testing with Selenium and production monitoring with Prometheus and Grafana.
- **Predictors of NFL Tackles**
 - Mined a large-scale dataset using modern Python tools including Pandas, SciPy, and Matplotlib.
 - Delivered insights through machine learning techniques and visualizations.

Skills

- **Languages:** Java, JavaScript, TypeScript, Python, HTML, CSS, PHP, MySQL/PostgreSQL, C, Swift
- **Technologies:** Git, Drupal, Spring, Heroku, Cloudflare, Docker, Maven, Tomcat, NodeJS, AWS, Django
- **Methodologies:** Agile, Test-Driven Development (TDD), Continuous Integration / Continuous Deployment (CI/CD), REST API