

Timothy Nikolaev

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[LinkedIn](#) | [GitHub](#) | [Personal Website](#)

Bachelor of Science, Computer Science | University of Oregon | Eugene, OR

Expected Graduation June 2026 | *Minor: Mathematics, Earth Sciences*

Cumulative GPA: 3.63 | Major GPA: 3.6

Relevant Coursework: Data Structures & Algorithms, Operating Systems, Data Mining, Database Processing, Software Engineering, Artificial Intelligence

KEY SKILLS

Languages: Python, C, C++, JavaScript, TypeScript, SQL, HTML, CSS, PHP

Frameworks & Libraries: React Native, Expo, FastAPI, PyTorch, scikit-learn

Tools & Platforms: Git, GitHub, CI/CD (GitHub Actions), Docker, SQLite, MongoDB, Vercel, Unity, Blender

Concepts: REST APIs, Data Structures & Algorithms, Object-Oriented Programming, Systems Programming, Data Visualization, Web Scraping

WORK EXPERIENCE

Software Engineer — Rifflect - Startup (Remote) December 2025 – Present

- Developed and shipped cross-platform mobile UI components using React Native, Expo, and TypeScript in a production startup environment.
- Integrated frontend components with backend APIs and implemented state-driven UI logic.
- Collaborated in a Git-based workflow with a small engineering team to iterate on user-facing features.

Web Developer, UO Continuing and Professional Education (Eugene, OR) November 2023 – Present

- Build and maintain responsive university websites using HTML, CSS, JavaScript, PHP, and Git.
- Improved mobile accessibility and page performance by refactoring layouts and optimizing assets.
- Worked closely with IT staff and stakeholders to deploy updates and support multiple client sites.

Intern, Brevia Consulting (London, United Kingdom) Jun 2024 – Aug 2024

- Developed Python-based web scraping tools to collect and structure competitor intelligence data.
- Automated data export and analysis workflows, delivering insights in Excel-based reports for stakeholders.
- Supported research for a public-policy press release by analyzing health-related mentions in UK parliamentary records.

Math Grader, University of Oregon (Eugene, OR) Mar 2024 – Present

- Evaluated assignments for Discrete Mathematics II, providing consistent, detailed feedback on proofs and algorithms.
- Maintained accurate grading records and supported instructional staff with documentation and quality control.

PROJECTS

Grubify AI – Smart Grocery & Meal Assistant (<https://grubify.ai>) January 2025 – March 2025

- Designed and implemented a full-stack AI-powered meal planning system using Python, FastAPI, and RESTful APIs.
- Integrated OpenAI APIs to generate personalized meal plans and grocery lists based on user preferences.
- Built RESTful endpoints and coordinated frontend-backend communication within a 4-person team.
- Tested and refined recommendation logic, achieving 90%+ accurate meal suggestions during evaluation.

Coulomb Stress Visualization App (In Development) August 2025 –Present

- Developing an interactive scientific visualization tool to model Coulomb stress transfer following seismic events.
- Processing real-world earthquake data using Python, USGS APIs, and numerical analysis techniques.
- Visualizing stress changes and fault interactions with Plotly, emphasizing clarity for public education and research use.