

Timothy Nikolaev

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EDUCATION

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, C#

Frameworks: React, React Native, Next.js, Expo, FastAPI, Node.js

Tools: Git, GitHub, CI/CD (GitHub Actions), Docker, AWS (S3, EC2), MongoDB, SQLite, Vercel, Unity, Blender

WORK EXPERIENCE

Rifflect - Startup

Frontend Developer

New York, NY (Remote)

December 2025 – Present

- Shipped cross-platform mobile UI features using React Native, Expo, and TypeScript in a production startup.
- Integrated React Native frontend 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.
- **App:** <https://rifflect.app/>

UO Continuing and Professional Education

Web Developer

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.
- **Client Websites:** <https://9timbo9.github.io/Personal-Website/#clients>

Brevia Consulting

Intern

London, UK

June 2024 – August 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.

University of Oregon

Math Grader

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

January 2025 – March 2025

- Designed and implemented a full-stack AI meal-planning app using SQL, FastAPI, and REST 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.
- **APP:** <https://grubify.ai>

Coulomb Stress Visualization App (In Development)

August 2025 – Present

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