Vladimir Trifonov

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Education

University of Washington Seattle, Washington

B.S. in Computer Science; ***GPA: 3.79/4.00*** *Sept 2023 – Dec 2025*

Currently Taking: Quantum Computation, Operating Systems, Computer Communication Networks

Past coursework: Machine Learning, Compiler Construction, Data Structures and Parallelism, Computer Security, Systems Programming, Programming Languages, Hardware Software Interface, Software Design and Implementation

Skills

Languages: Go, Java, C, C++, JavaScript, TypeScript, Ocaml, x86_64, SQL

Technologies: Linux, Docker, AWS, React.js, Git

Methodologies: OOP, Functional Programming, Procedural Programming

Experience

Big Dawg App, Husky Coding Project Seattle, WA

Software Engineer *Sep 2024 – Present, Part-Time*

- Designing and implementing mobile workout logging app
- Working on database and backend
- Cross-platform, written in typescript using Expo (React Native Framework)
- *GitHub*

Paladin Cloud Bellevue, WA

Software Engineering Intern *Dec 2024 – Feb 2025, Part-Time*

- Working as backend engineering intern for startup focusing on Saas security monitoring for cloud deoployments
- Refactoring Go code in AWS lambda functions for transition to v2 of product
- Open source work (@vovapaladin and @Vladimirtrif): *GitHub*

Team 949z, Vex VRC Sammamish, WA

Software and Robotics Engineer *Oct 2021 – May 2023*

- Built robot and programmed it in C++ for each competitive Vex VRC season
- Programmed autonomous and manual control modes
- Placed top 40 in the Vex Worlds Championship 2022, Semifinals at State 2023
- 21-22 Season: *GitHub* | 22-23 Season: *GitHub*

Projects

MiniJava x86 Compiler | *GitHub*

- Implemented a Minijava (subset of Java) to x86_64 compiler
- Features static type checking and implementation of object oriented programming in x86 with polymorphism and method overriding
- Written in Java with CUP and JFlex

Trefoil Programming Language | *GitHub*

- Implemented a functional, LISP-like, dynamically typed, programming language that is interpreted in Ocaml
- Features first class functions, function closures, parrtially applied functions (currying), and pattern matching

AI Pneumonia Diagnosis | *Colab*

- Trained an AI Penumonia diagnosis model in Google Colab with Python
- This neural network project was made for the team project for the Inspirit AI Scholars Program

Dungeon Raider | *GitHub*

- Developed a side-scrolling browser game from scratch written in vanilla javascript and html
- Created for FBLA Computer Game and Simulation event. Presented at state level in Washinton (WAFBLA)

Awards & Achievements

Top 40, Vex VRC Worlds: Placed top 40 at the 2022 Vex VRC World Championship as part of team 949z

Top 10 at FBLA State: Placed top 10 at Washington FBLA state for Computer Game and Simulation event

3rd Place UW Math Hour Olympiad: Placed 3rd at the UW Math Hour Olympiad

Organizations

Husky Coding Project (HCP) *Sept 2024 – Present*
Student Member

Phoenix Chapter, Future Business Leaders of America (FBLA) *Sept 2019 – Jun 2022*
Student Member

Northwest Academy of Sciences *Oct 2016 – Jun 2022*
Student Member

Inspirit AI *Jul 2021 – Nov 2021*
AI Scholars Student and AI ambassador