Vladimir Trifonov

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Education

University of Washington — Seattle, Washington
B.S. in Computer Science; ***GPA: 3.82/4.00*** — *Sep 2023 – Aug 2025*
Selected Coursework: Machine Learning, Compiler Construction, Quantum Computation

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

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 deployments
- Refactoring Go code in AWS Lambda functions for transition to v2 of product
- Open source work (@vovapaladin and @Vladimirtrif): *GitHub*

Paul G. Allen, UW — Seattle, WA
CSE Teaching Assistant — *Jun 2025 – Aug 2025*
- Teaching assistant for the Programming Languages course, CSE341

Big Dawg App, Husky Coding Project — Seattle, WA
Software Engineer — *Sep 2024 – May 2025, 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*

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, partially applied functions (currying), and pattern matching

AI Pneumonia Diagnosis | *Colab*
- Trained an AI Pneumonia 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 Washington (WAFBLA)