

Vladimir Trifonov

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EDUCATION

University of Washington

B.S. in Computer Science; GPA: 3.82/4.00

Seattle, Washington

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

Software Engineering Intern

Bellevue, WA

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

CSE Teaching Assistant

Seattle, WA

Jun 2025 – Aug 2025

- Teaching assistant for the Programming Languages course, CSE341

Big Dawg App, Husky Coding Project

Software Engineer

Seattle, WA

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

Software and Robotics Engineer

Sammamish, WA

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)