

Brandon Trippe

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Software Engineer with 5+ years of experience building cloud-native .NET applications using C#, ASP.NET Core, SQL Server, and Azure. Strong focus on backend architecture, data modeling, testing, and maintainable systems in Agile environments. Experienced in delivering scalable solutions, improving engineering processes, and collaborating across cross-functional teams.

Technical Skills

- *Languages & Frameworks: C#, .NET, ASP.NET Core, Web APIs*
- *Data & Persistence: SQL Server, relational data modeling, stored procedures*
- *Cloud & DevOps: Microsoft Azure (Azure Functions, Azure DevOps, Pipelines), CI/CD*
- *Frontend: Blazor, Angular*
- *Engineering Practices: Unit testing (NUnit), Agile/Scrum, technical documentation, POC development*

Work History

Software Engineer II

CloudTheory / Advanced Automotive

July 2025 - Present

- Contribute as a full-stack engineer across backend services, data access layers, stored procedures, and Blazor UI, supporting core business workflows in a large, domain-heavy application.
- Designed and implemented foundational application “plumbing,” including vehicle-friendly naming, fuel type handling, and exclusion override logic used broadly across the system.
- Built and extended service-layer logic atop generated data scaffolding, ensuring correctness, maintainability, and clear separation between generated and hand-authored code.
- Worked with stakeholders to establish clearer agreements around data models, access scope, and user expectations, improving consistency and reducing ambiguity across features (ongoing).
- Rapidly onboarded to complex automotive industry domain concepts and KPIs, translating domain requirements into reliable technical implementations under evolving requirements.

Senior Software Engineer

Anglicotech, LLC

October 2023 - June 2024

- Designed and implemented a core computational engine to support complex, client-specific business logic, balancing correctness, performance, and long-term maintainability.
- Built full-stack solutions using C#, ASP.NET Core, and Blazor, integrating backend services with clean, testable UI workflows.
- Achieved and maintained 100% unit test coverage using NUnit, ensuring reliability of critical calculation paths and enabling safe iteration.
- Implemented and maintained CI/CD pipelines using Azure DevOps, supporting automated testing and consistent deployment practices.
- Collaborated closely with technical and non-technical stakeholders throughout the SDLC to translate evolving requirements into stable, well-sscoped implementations.

Software Engineer (Innovations)

AIA Contract Documents

October 2021 - September 2023

- Developed and evaluated proof-of-concept solutions to assess integration of new technologies, including address validation services, QR code workflows, and Azure Functions.
- Built rapid prototypes to validate feasibility, scalability, and integration paths before production adoption.
- Contributed to Angular-based front-end development in time-sensitive environments, balancing speed with maintainability.
- Supported internal Agile process improvements to increase team communication, visibility of work, and delivery predictability.
- Authored internal technical documentation to capture architectural decisions and support long-term maintainability.

Software Engineer

ClearStar, Inc.

December 2020 - September 2021

- Developed and maintained Angular-based user interfaces backed by C# and .NET APIs, supporting customer-facing workflows.
- Collaborated with product and stakeholders to analyze requirements and deliver reliable technical solutions.
- Enhanced and maintained legacy systems, improving performance, stability, and long-term maintainability.
- Worked within Agile teams to deliver incremental improvements under evolving requirements.

Software Engineer I

Cosairus

June 2019 - November 2020

- *Built and maintained web applications using ASP.NET MVC, .NET Core, SQL Server, and VB.NET.*
- *Implemented backend logic and database interactions to support business workflows.*
- *Collaborated with stakeholders on requirements gathering and solution design.*
- *Applied Agile practices to deliver reliable features on schedule.*

Intern

Cosairus

January 2019 - May 2019

- *Gained hands-on experience with C#, ASP.NET MVC, and SQL Server in a production environment.*
- *Supported data validation, database organization, and internal tooling improvements.*
- *Transitioned to full-time Software Engineer role following strong performance.*

Education

Bachelor of Science (BS), Computer Game Design and Development

Kennesaw State University — Graduated January 2019

Websites, Portfolios, Profiles

- linkedin.com/in/brandon-trippe-7221b7196

Independent Projects & Publications

iOS Mobile Game Developer

(Unity & C#)

January 2025

- *Designed, built, and published an infinite runner game using Unity and C#, managing the full development and App Store release lifecycle.*

- Implemented core gameplay systems, performance tuning, and platform compliance independently.

Self-Published Author

August 2024

- Authored and self-published a full-length novel, managing planning, execution, and delivery from concept to publication.
- Demonstrated long-term project ownership, iterative improvement, and delivery discipline.