

TIM COTTRELL

SOFTWARE ENGINEER

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EDUCATION

B.S. Software Development

University of Utah
2018 - 2024

WORK EXPERIENCE

Associate Software Engineer

Orem City / June 2025 - Present

Creating a city-wide platform where citizens can interact with the many facets of Orem, facilitating a seamless and responsive experience for thousands of citizens.

Working closely with stakeholders and users to develop and maintain a full suite of internal applications and tools to help make operations more efficient and intuitive.

Collaborating daily with an energetic, fast-paced team that strives for high code quality, best practices, and reusability using React, TypeScript, and C#.

Junior Software Engineer

CareCrew / Nov 2024 - June 2025

Developed a mobile app, using Hotwire, to simplify and coordinate care for elderly loved ones. Regularly researching the latest technologies and trends to create an innovative app and experience.

Mobile Application Developer

University of Utah NAL Lab / Aug 2023 - May 2024

Developed a cross-platform mobile concussion testing app by leveraging Flutter and Python, saving clinics money and time by making testing easy and more accessible.

Software Engineering Intern

L3Harris Technologies / June 2022 - Dec 2022

Developed Angular components for an interactive web app used to monitor modem status and live data flow, delivering instantaneous updates to users.

SKILLS

Web Development

→ JavaScript/TypeScript

→ React

→ HTML/CSS

More

→ C#

→ Python

→ Restful APIs

→ SQL

→ Git

→ Flutter

PROJECTS

Personal Website

Leveraged React and Tailwind CSS to create a responsive and high-quality website.

Chat Web Application

A chat application that enables users to securely message each other, and retain a history of chats using React, Python, FastAPI, and AWS.

LMS Web Application

Django based web app that supports user roles, database queries and updates, table sorting and filtering, file uploads and more.