Tripp Shelnutt

Software Engineering Team Lead

Willis, VA (Remote Preferred)
trippshelnutt@outlook.com
(423) 503-8425
https://www.linkedin.com/in/trippshelnutt
https://github.com/trippshelnutt

Pragmatic polyglot engineer with 20+ years of experience in compliance, healthcare, and manufacturing industries. Leading teams for over 10 years in full-stack, SaaS product development. Proven ability to enable engineering teams to deliver high quality software using continuous improvement. Seeking opportunities to work with product-led teams to make a true impact for users.

Work Experience

Software Engineering Team Lead   2023 - Present

Senior Software Engineer   2018 - 2023

Ideagen - Global governance/risk/compliance software company

- Served as the lead engineer for an international team of 3-8 engineers; daily activities included task refinement, mentoring, pairing, code reviews, and facilitating agile ceremonies
- Reduced hosting costs by 60% converting legacy application to a multi-tenancy architecture to use shared resources while also adding redundancy to web servers
- Increased deployment frequency from quarterly to weekly by focusing on DORA metrics and adding feature flags to separate deployments from feature releases
- Implemented SSO and password reset features to help desk calls by 20% and added SKIM and JIT user provisioning features to reduce administrative burden for enterprise customers
- Strengthened shared engineering principles through weekly book clubs and programming activities

Senior Software Engineer   2016 - 2018

InventureIT - Regional IT consulting company with software products in healthcare and manufacturing

- Guided teams of 3-5 engineers to enhance and expand the company's software portfolio
- Applied OCR to automate patient check-in process to improve efficiency and reduce manual errors
- Introduced automated testing processes to reduce change failure rate by 33%
- Reduced project startup time by 4 weeks using reusable project templates that included common features like multi-tenancy, API, and layered application architecture
- Increased speed of weekly deployments by 2 hours using consistent release pipelines

Senior Software Engineer   2013 - 2016

Systems Engineer   2007 - 2013

Shaw Industries – Global flooring and synthetic turf manufacturing company

- Collaborated with agile engineering teams to enhance manufacturing operations for the top US flooring manufacturer with $6 billion in annual sales; software solutions focused on efficiency tracking, production planning, and process monitoring
- Led major restructuring of manufacturing applications to integrate with new shop-floor system in only 2 months; coordinated with internal teams to design web service contracts
- Unlocked Canadian sales market by engineering a patented, robotic hardwood scraping process; designed HMI and collaborated with industrial engineers to communicate with PLCs using OPC UA
- Architected a custom service bus to eliminate integration development, replacing weeks of custom web service development with simple application configuration
- Encouraged technical growth within the group by facilitating and speaking at monthly lunch-and-learns

Skills

Front-end: HTML, CSS, JavaScript, React
Back-end: .NET, C#, SQL, API
Cloud: Azure, Terraform, YAML, PowerShell, CI/CD, Pipelines
Paradigms: OOP, FP, Design Patterns, SOLID, DDD
Testing: TDD, Automated/Unit Testing, Moq, MSTest, XUnit, NUnit, Jest
IDEs: Visual Studio, VS Code, ReSharper/Rider, Vim
Source Control: Git, GitHub, Azure DevOps, BitBucket
Project Management: Agile, Scrum, Kanban, XP, GitHub, Azure DevOps, Jira
Other Interests: F#, TypeScript, ML, Python

Education and Certifications

Microsoft, MCSD, 2020
Duke University, BS Computer Science

Volunteerism

TEALS, Volunteer Teacher, 2020
Scenic City Summit, Organizer, 2017-2019

Hobbies and Favorites

Personal hobbies include reading, attending conferences and user groups, coding for fun, computer and tabletop gaming, music, and cat wrangling. Favorite books include The Pragmatic Programmer, Modern Software Engineering, The Goal, and Neuromancer.