

Tripp Shelnut
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Overview

Language agnostic software engineer with a love for object-oriented and functional programming. A self-motivated problem-solver that delivers business value as an individual contributor and brings out the best in others as a team lead.

- Focuses on meeting the needs of the users and the business
- Follows agile methodologies to deliver working software consistently
- Strives to write code that is simple and maintainable by other engineers
- Combines skills, experience, and creativity to provide solutions to complex problems
- Searches for leadership opportunities to encourage personal and organizational growth

Experience

Ideagen (acquired Qualtrax March 2021)

Senior Software Engineer, January 2018 - Present

Served as the lead developer for a team of product engineers focused on modernizing quality management applications. Daily activities included development, pairing, mentoring, code reviews, and facilitating agile ceremonies, retrospectives, and post-mortems.

- Reduced Azure hosting costs by 60%
- Increased application deployment frequency from quarterly to weekly
- Implemented SSO, SCIM, and JIT user-provisioning features
- Strengthened shared engineering principles through regular community activities

InventureIT

Senior Software Engineer, January 2016 - January 2018

Collaborated with other developers on an agile team to enhance and expand the company's software portfolio for clients in various industries.

- Architected template for reusable, multi-tenant web applications
- Introduced automated testing processes to speed up development time
- Automated release process to increase deployment speed and consistency
- Streamlined physician workflow using OCR and RFID to increase practice efficiency

Experience (cont.)

Shaw Industries, Inc.

Senior Software Engineer, January 2013 - January 2016

Systems Engineer, December 2007 - January 2013

Worked with other developers in agile teams to improve and expand the company's existing library of manufacturing applications.

- Developed a patented, robotic manufacturing process
- Architected a custom service bus to reduce systems integration development
- Led major refactoring of applications to integrate with a new shop floor system
- Encouraged technical growth within the group by facilitating lunch-and-learns

Tools

Current - OOP, Design Patterns, SOLID, DDD, Agile, Scrum, .NET, C#, HTML, JavaScript, CSS, SQL, Visual Studio, ReSharper/Rider, Visual Studio Code, Vim, Unit Testing, TDD, Git, GitHub, CI/CD, Azure DevOps, Azure, YAML, Terraform, PowerShell

Previous - C++, Java, RTOS, 2D/3D Graphics, Linux, Multi-threading, Networking

Other Interests - FP, F#, TypeScript, ML, Python

Education and Certifications

Duke University, BS Computer Science, 1999

Microsoft, MCSD, 2020

Volunteerism

Scenic City Summit, Organizer, 2017-2019

TEALS, Volunteer Teacher, 2020

Hobbies and Books

My hobbies include reading (primarily personal/professional development), attending conferences and user groups, coding for fun, computer and tabletop gaming, and cat wrangling. My favorite books include *The Pragmatic Programmer*, *Modern Software Engineering*, *Kill it with Fire*, *The Goal*, and *Neuromancer*.

References, code samples, and extended work history are available upon request.