

Tristrum Tuttle

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EDUCATION

UNIVERSITY OF PENNSYLVANIA

Master of Science in Engineering in Computer Science

Relevant Coursework: Applied Machine Learning, Big Data Analytics, Networked Systems

Philadelphia, PA

May 2019

UNIVERSITY OF PENNSYLVANIA

Bachelor of Science in Engineering in Computer Science

Philadelphia, PA

May 2019

WORK EXPERIENCE

PANORAMA EDUCATION (YC-funded late-stage EdTech startup)

Lead Engineer

Boston, MA

Oct 2019 – Present

- Led multiple teams of 3-4 engineers to build and maintain Panorama's Survey platform and reported to the Director of Engineering (Surveys) and Product Director (Surveys).
- Planned, organized and developed features with Ruby on Rails, PostgreSQL and VueJS, deployed on Heroku and AWS (SQS, S3, EKS, CloudFormation).
- Built and maintained a new suite of tools to send pulse check-ins to students that is currently used by over 500 school districts. Engineered a content management system for survey topics and questions using Event Sourcing.
- Led a critical technical effort to deliver an LLM-powered feature for flagging sensitive survey responses which was activated by 100+ school districts within 1 month of launching. Districts used this tool to analyze over 1 million survey responses in less than 3 months.
- Spearheaded an initiative to reduce PagerDuty alerts for on-call engineers across the zone, successfully reducing average urgent alerts per month from 5 to 0.
- Managed a multi-team, multi-year technical effort to migrate survey reporting platform from a in-house legacy data warehouse and AngularJS to Qlik Sense and VueJS.

CIBO TECHNOLOGIES

Intern, Data Analytics

Boston, MA

May 2018 – Aug 2018

- Implemented Bayesian statistical analysis of data using ScalaStan, an open-source Scala library for building Stan models
- Added features to EvilPlot, an open-source Scala data visualization library
- Built a web dashboard using ScalaJS, ScalaTags, and PostgreSQL

UNIVERSITY OF PENNSYLVANIA

Lecturer, CIS 195 Android Development

Philadelphia, PA

Aug 2018 – May 2019

- Rewrote and redesigned Java curriculum in Kotlin to teach accredited Android Development course
- Gave weekly lectures to class of 20+ students, managed 3 teaching assistants, graded homework assignments and hosted office hours

ULTIMATE SOFTWARE (UKG)

Intern, Research and Development

Weston, FL

May 2017 – Aug 2017

- Prototyped potential new products for UltiPro using AngularJS, NodeJS, docker and MongoDB

PROJECTS

COTEACH.AI (CTO)

2023–Present

- Built and deployed a generative AI tool to help teachers write curriculum and develop lesson plans using VueJS, AWS Lambda and AWS Amplify
- Interviewed and rolled out the tool to a cohort of K-12 math teachers as part of an initial pilot
- Backed by a research grant from Stanford's Human-Centered Artificial Intelligence Institute, Tools Competition 2023-2024 Catalyst Award Winner

CHESS TIER

2021

- Created a Chrome Extension for replacing your chess.com rating with a tier with 100+ active users

CARDBLAST.IO

2021

- Built a multiplayer (.io) game using websockets, NodeJS and HTML5 and deployed to EC2 instance

BLOCK LESSONS

2020-2022

- Built a collection of block-based labs for teachers using VueJS and Blockly

SKILLS

Technical: JavaScript (Vue, React, Angular, Node), Ruby on Rails, AWS (web hosting, S3, Lambda, IAM), Containerization (Docker), DataDog, Sentry, Heroku, Event Sourcing, Databases (MongoDB, SQL), APIs (REST, GraphQL), Java, Scala, Android (Kotlin, Java), Python

Project Management: Atlassian (JIRA, Trello, Atlas), Figma, Abstract, Slack, Google Suite

Other: Swift, MySQL, OCaml, Arduino, MongoDB, MATLAB, C++, C#, SolidWorks

LINKS

LinkedIn: [linkedin.com/in/tristrum](https://www.linkedin.com/in/tristrum)

GitHub: github.com/triton11

Website: tristrumtuttle.com

Medium Blog: tristrumtuttle.medium.com