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Daniel Taylor Huntsville AL 35802
804-712-5686
<http://djtaylor.me>

Education -----

George Mason University
Graduated B.S. in Mathematics
Dec 2018 Extracurricular activities included: fluid simulation, video processing, and computational origami.

Appomattox Regional Governor's School for the Arts and Technology
Sep 2010 - Focus in Technology
Apr 2014 Extracurricular activities included: iris tracking, path tracing for light simulation, and video game tech demos.

Employment -----

Self employed Huntsville, AL
Mar 2021 - Programmer
Present I started work on building a software business. I did a long R&D project centered around real-time video processing.

Metron Inc. Reston, VA
Mar 2019 - Junior Programmer
Mar 2021 I worked on a project that did motion, sensor, and Monte Carlo simulations for object tracking. I mostly worked on the surrounding code: the UI, the 3D graphics, and runtime speedups of the algorithms.

George Mason University Fairfax, VA
Jan 2018 - Mathematics Tutor
Mar 2019 Tutored GMU undergraduate students at the school-sponsored tutoring center. Worked with all skill levels, from Pre-Cal through Complex Analysis courses, along with physics and computer science classes.

Bublup Rosslyn, VA
Apr 2018 - QA Tester
Aug 2018 Initially did QA testing for a startup. I wrote useragent scripts to help increase my team's efficiency. My role expanded to writing and managing QA web UI and SQL databases.

SC3 Alexandria, VA
May 2016 - Application Programmer Intern
Aug 2018 Hired as a graphic design intern but volunteered to develop a nicer web UI that interfaced with the company's shift scheduling system. This project ended up failing in the final weeks due to timing miscommunications but I salvaged it by making a series of small programs and scripts that the CFO ran once a month to send out mass emails to the contractors.

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Additional Experience

- Programming languages:
 - Most proficient in C, Java, Python, C++
 - Familiarity in Javascript, HTML/CSS, C#
 - Passing familiarity with most other mainstream languages
- Experience with popular graphics APIs, like CUDA, OpenCV, OpenGL, GLSL
- Source control software like git, software methodologies like Agile, popular IDEs like Visual Studio and Eclipse
- Many personal projects, like a code editor, media players, simulations, and an extensive video processing project.
 - For my portfolio, visit my website at <http://djtaylor.me/portfolio/>

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