

Justin L. Taylor

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Education

Spring 2019: Aiken Technical College

- Associate in Applied Science: Major in Computer Technology, Emphasis in Programming
- Internet Programming Certificate
- Cyber Security Certificate

Technical Skills

Programming Languages: C++, C#/C#.net, Java, HTML5/CSS3, VB.net, JavaScript, MYSQL, PL/SQL, PHP, Swift 4, Ruby, Python

Technologies: Unity, JQuery, Bootstrap, Ajax, WAMP, JSON, HyperV, Cisco Router CLI, Group Policy, AccessDB

Development Environments: Visual Studio, NetbeansIDE, Android Studio, Xcode10, Notepad++, Oracle SQL Developer, MySQL Workbench, MonoDevelop

Operating Systems: Windows, MacOS, iOS, Android, Linux, CiscoIOS

Professional Experience

May 2019 – Present: AGY – IT Intern

- Briefly developed web-based plantwide warehouse requisition application using Oracle Apex.
- Developed a Windows application that runs as a kiosk on the desktop using C# in Visual Studio.
- Migrated sensitive plantwide data from an older database system to a newer Oracle system using PL/SQL and Oracle SQP Developer.

February 2018 – October 2018: Fenix Manufacturing Solutions/Manpower – Temporary Worker

- Responsible for testing hardware that would be used by high-end customers that would be placed on items such as lawnmowers, chainsaws, etc.
- Responsible for making sure that parts tested are within an acceptable margin of error and stress.

Personal Experience

Spring 2019

- Developed applications for Android and iOS devices that included both back-end database structures and seamless user interfaces. Developed using Swift 4 and xCode10.
- Created a watch face application for Fitbit Versa with JavaScript using an online weather-tracking API. Developed using the online Fitbit Studio.

Summer 2018

- Developed software using VB.net and C++ to create a Windows desktop application that allows users to control their computers' file systems in a simple and controlled environment.
- Migrated VB.net code to C#.net for simplicity and to more easily integrate C++ DLL files.

Spring 2018

- Developed multiple Windows PC games using the Unity Game engine.
- Projects included physics-based games, RTS-style games, and RPG-style games.

References available upon request.