

JONATHAN TAYLOR

Computer Engineering Student

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EXPERIENCE

Software Developer

Government of Newfoundland and Labrador

Jan 2021. 2019 – April 2021 St. John's, Newfoundland

- Developed a working prototype of an application allowing users to create, approve and manage an important government document
- The application will save hundreds of employees time by automating a large portion of the document creation process
- WordPress, JavaScript, PHP, MySQL and CSS were used to create the application

Software Developer

Wind River Systems

Sept. 2019 – Dec. 2019 Kanata, Ontario

- Created a Docker development environment used by approximately 150 Wind River employees
- The development environment reduced employees initial setup time from multiple days to less than 2 hours
- Communicated with Wind River employees in Ottawa, Beijing and Chengdu to troubleshoot the development environment
- Made code rework changes to the product code (written in C)
- Followed agile methodology using git and Jira

Software Developer

Paradigm Hyperloop

Sept. 2018 – Dec. 2019 St. John's, Newfoundland

- Team of Students with the goal of competing in SpaceX's Hyperloop competitions
- Member of a team who finished 8th during SpaceX's 4th competition in July 2019
- Developed software in a small team following agile methodology
- Wrote Arduino programs for testing various different sensors such as a tachometer
- Created logic and wrote code (C++) for transitioning between braking states

Data Analyst

Bell Canada

Jan 2019 – May 2019 St. John's, Newfoundland

- Created customized reports based on requests from management using SQL Server and MicroStrategy
- Automated monthly business metric reports that were previously created manually saving approximately, 8 hours of clerical work a month
- Created networks in SAP, worked with implementation managers and spec writers to install/remove technology corresponding to these networks

EDUCATION

Bachelor of Computer Engineering

Memorial University of Newfoundland

2017-Ongoing

Cumulative GPA: 3.41
Expected Graduation: 2022

SKILLS

Programming Languages & Markups:

C++ JavaScript PHP Java C#
SQL HTML CSS Bash Python

Software:

Linux Mac OS Windows Xcode
Unity MATLAB/Simulink
Adobe Acrobat Microsoft Office
G Suite

DevOps:

Git Docker Jira Subversion
Trello

PROJECTS

Personal Website

www.jonathantaylor.ca

Technology used: React, JavaScript, CSS

- Individual Project
- Personal website used for expanding on my resume

DMV Simulator

Technology used: Unity, C#, git

- Term 5 design project, working in a team of 2
- 3D simulation game with the objective of going to the DMV to renew your license

PaceCalc

Technology used: XCode, Swift, git

- Individual project
- IOS application to calculate running pace, time, or distance in km or mi