

JONATHAN TAYLOR

Computer Engineering Student

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📍 St. John's, NL

EXPERIENCE

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

Engineering Co-op

GE Renewable Energy

📅 April 2018 – Aug. 2018

📍 Soldiers Pond, Newfoundland

- Involved in commissioning of the controls systems
- Created red-line drawings for commissioning team
- Created critical path documentation for the Mechanical completion process

EDUCATION

Bachelor of Computer Engineering

Memorial University of Newfoundland

📅 2017-Ongoing

Cumulative GPA: 3.34

Expected Graduation: 2022

SKILLS

Programming Languages & Markups:

C++ C Java C# Swift Python
SQL Server HTML CSS Bash

Software:

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

DevOps:

Git Docker Jira Subversion
Trello

PROJECTS

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

INTERESTS & HOBBIES

- Ultimate Frisbee
- Running
- Basketball
- Hiking
- Reading