

Luke Taylor

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EDUCATION

University of Kentucky May 2023

Lexington, Ky

Bachelor of Science in Computer Science

Relevant Coursework: Intro to Graphic Design, Graphic Design: Layout, Digital Art, Web Programming, Software Engineering Techniques, Design Abstraction & Problem Solving, Graphics and Multimedia, IOS App Development

TECHNICAL SKILLS

Software: Figma, Photoshop, Illustrator, InDesign, Adobe XD, Jira, Visual Studio Code, IntelliJ, GitHub

Programming Languages: Proficient – HTML, CSS, JavaScript, Python; Familiar – Java, C++, SQL, Swift, React

PROFESSIONAL EXPERIENCE

Octane Design | *Intern* | Lexington, KY

May 2018 - May 2019

- Created unique and interesting graphics for local brands and events.
- Helped maintain and grow a social media page (Octane) for several months.
- Developed and presented creative solutions to solve customer issues.

Web Design Projects | Lexington Ky

May 2023 - Present

- Consolidated Baptist Church - Collaborated with a team to implement a new website design that address all the accessibility needs its Users
- Child Evangelism Fellowship Bluegrass Chapter - Updated web design and updated web pages to a modern standard

Research Co-Author | *Researcher* | Lexington, Ky

July 2022-May 2023

- Collaborated with two other students to devise a rock debris classification system for use in anthropological research
- Worked under Dr. Phyllis Johnson, University of Kentucky (2022) : Helped design experiments combining anthropology and Machine Learning.

NACME Google Machine Learning Bootcamp | *Intern* | Lexington, Ky

June 2022-July 2022

- Used machine learning to analyze and filter data to build models for real world applications.
- Actively engaged in lectures and projects that presented challenging material in a condensed time frame.
- Co-created and presented a 3-week project on micro debitage that led to semester research in the computer science department.

University of Kentucky Campus Recreation | *Supervisor* | Lexington, Ky

August 2020 - July 2023

- Lead a team of 4 - 6 people and ensured the shifts are running optimally.
- Carefully Monitored 20-80 patrons working out and dealt with any injuries or complications that arise.
- Dramatically improved communication among team members

PROJECTS

Water Tracker Application | Class Project | Swift, SwiftUI

- Came up with concept and design of application. Tracks water intake and displays data in various charts and graphs, while reminding users to drink water.
- Utilized Apple's CareKit and ResearchKit to charts and medical functionality.

To-do List Web Application | Personal Project | JavaScript, HTML, CSS

- The app allows users to efficiently manage tasks, track progress, edit entries, saving usernames, and deleting tasks.
- Implemented features such as crossing off tasks, saving to local storage to list stay current, and the ability to change the order of the list based on when the task was added.

INTERESTS

Front End development, UX/UI design, Web development, Full Stack development, Internet of Things, Machine Learning