Nicholas Taylor

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Skills

- **Languages**: Python, C/C++, C#, JavaScript, Java, Swift
- **Technologies**: Git/GitHub, Unity, MongoDB, Bash, React, Node.js, jQuery, Django, Heroku
- **Other**: CI/CD (Jenkins & GitLab CI), Computer Vision, Technical Education & Tutoring, API Design

Experience

Software Engineering Intern, Quality | **Unity Technologies**   Summer 2022

- Contributed to the success of a VR education platform through hands-on involvement in development, testing, and client relationship management, resulting in a successfully shipped product.
- Designed and implemented an automated video compression and uploading process, streamlining the multimedia pipeline between the company and clients.
- Created unit-testing and scripting tools in Python and Google Apps Script, eliminating the need for manual entry and expediting the issue-tracking process for a complex VR project.

IT/Software Developer | **Cascadia Seaweed**   2020-2022

- Streamlined a data entry effort of several hundreds of pages of handwritten notes, resulting in a time savings of three weeks.
- Led the design and testing of software for an underwater camera system, contributing to the successful completion of a federal environmental sustainability project.

Education

Information & Computer Systems | **Camosun College**   2020 - 2023

- **Notable Courses**: Operating Systems & Architecture, Algorithms & Data Structures, Systems Analysis & Design, Mobile App Development, Gaming & Graphics Concepts (Unity 3D)
- Awarded the **Danielle Sim Award** in Computer Science and Dean's Honor List each semester
- **GPA**: 8.05

Projects

Real-Time Sudoku Solver

- Designed a program to solve Sudoku puzzles in real-time using computer vision, numeric analysis tools, and object-oriented programming principles in Python.

Half-Life 2 Tetris

- Designed and implemented a fully featured single-player Tetris game in C++, using original sprites and sound from Valve's Half-Life 2.