

Nicholas Taylor

nickwtaylor222@gmail.com | ntaylor.dev |

EDUCATION

Camosun College

Diploma, Information and Computer Systems

Victoria, British Columbia

Sep. 2021 – Aug. 2023

Thompson Rivers University

Bachelor of Computing Science (BCS)

Remote, British Columbia

Sep. 2023 – Present

Awards and Honors

Danielle Sim Award in Computer Science

EXPERIENCE

Quester Tangent Corporation

Software Developer — C, Python, RTOS

May 2023 – Present

Victoria, British Columbia

- Developed, documented, and tested software in C for use in the global rail transit system
- Conducted comprehensive code-base evaluation to ensure compliance with global safety standards, identifying and addressing potential risks and vulnerabilities
- Designed, developed, and implemented a lexical analysis tool-chain in Python that automated software testing processes, resulting in an 80% reduction in project time

Unity Technologies

Software Developer Internship — C#, Python, Google Apps Script, VR

May. 2022 – Aug. 2022

Vancouver, British Columbia

- Contributed to the success of a VR education platform through involvement in development, testing, and client relationship management, resulting in a successfully shipped product
- Designed and implemented an automated video compression and uploading process using C#, streamlining the multimedia pipeline between the company and clients
- Created unit-testing and scripting tools in Python and Google Apps Script

Cascadia Seaweed

Technologist — Python, Raspberry Pi, ArcGIS

Apr. 2021 – Apr. 2022

Victoria, British Columbia

- 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

PROJECTS

Cuboh | JavaScript, React, Python, Django, Redis

May 2023 – Aug. 2023

- Led a team of fellow students in developing a versatile full-stack web application for a modern, fast-paced startup
- Designed and developed an intuitive drag-and-drop interface with a focus on excellent UI/UX
- Implemented an input validation endpoint in Django
- Leveraged GitHub data to show collaboration

ntaylor.dev | TypeScript, React, TailwindCSS

May 2023

- Designed, implemented, styled, and published a responsive developer portfolio page to showcase my skills and experience

sudoku | Python (then ported to C++), OpenCV

Dec. 2022

- Created a computer vision app to solve any Sudoku puzzle using the user's webcam
- Leveraged machine learning tools and advanced computer science topics to create a dynamic, impressive user experience

TECHNICAL SKILLS

Languages: Python, C/C++, TypeScript, JavaScript, Rust, HTML/CSS

Frameworks: React, Node.js, Flask, Django, OpenCV

Developer Tools: Git, Docker, Kubernetes, VS Code, GitHub Actions, Perforce

Libraries: NumPy, Matplotlib, PyTorch, Sci-Kit Learn, Ant-Design, TailwindCSS