Nicholas Taylor

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EDUCATION

Camosun College   Victoria, British Columbia
Diploma, Information and Computer Systems   *Sep. 2021 – Aug. 2023*

Thompson Rivers University   Remote, British Columbia
Bachelor of Computing Science (BCS)   *Sep. 2023 – Present*

Awards and Honors
Danielle Sim Award in Computer Science

EXPERIENCE

Quester Tangent Corporation   May 2023 – Present
Software Developer — C, Python, RTOS   *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 a time savings of 150 working days for the hardware engineering department

Unity Technologies   May. 2022 – Aug. 2022
Software Developer Internship — C#, Python, Google Apps Script, VR   *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   Apr. 2021 – Apr. 2022
Technologist — Python, Raspberry Pi, ArcGIS   *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