

Brian Taylor | Software Engineer

batayls@icloud.com | 443-474-8551 | Columbia, MD | [portfolio](#) | [linkedin](#) | [github](#)

Software Engineer with a background in visual arts and IT, bringing creative problem-solving to technical challenges. Experienced in building full-stack web applications using JavaScript, TypeScript, React, and Next.js. Specializing in AI integration, database architecture, real-time features, WYSIWYG editors, and deploying scalable applications to production.

SKILLS

Languages: JavaScript, TypeScript, Python, HTML5, CSS3, SQL

Languages & Frameworks: React, Next.js, Node.js, Express, Django, TipTap, ProseMirror, Tailwind CSS

Databases: MongoDB, PostgreSQL, Prisma, AWS RDS, Firebase, Supabase, NeonDB

Tools & Deployment: Git, GitHub, Vercel, AWS S3, REST APIs, OAuth, WebSockets

AI Integration: OpenAI API, OpenRouter API, AI-powered writing assistants

SOFTWARE DEVELOPMENT PROJECTS

PlotDevise: All-in-One Writing Platform | Next.js, TypeScript, Tailwind CSS, TipTap, MongoDB, OpenRouter API

- Developed a comprehensive creative writing platform with multiple specialized modules including novel editor, article publishing system, and real-time collaboration tools.
- Built custom rich text editors with TipTap/ProseMirror featuring chapter organization, character tracking, integrated thesaurus, and inline AI writing assistance with context-aware suggestions and brainstorming support.
- Implemented real-time messaging system with threaded conversations and WebSocket-based updates.
- Created a social networking module enabling writers to discover collaborators, share, and exchange feedback.

OpenDraft: Screenwriting Editor | Next.js, TypeScript, Tailwind CSS, TipTap, MongoDB

- Created web-based screenwriting editor with industry-standard formatting, version control, and intuitive UI for seamless workflow.
- Built custom TipTap extensions to handle screenplay-specific formatting and tools.
- Implemented scene navigation system and mobile-responsive design for writing on any device.

Environmental Monitoring System: (1st Place Hackathon Winner) | Next.js, TypeScript, Tailwind CSS, WeatherAPI

- Developed real-time environmental monitoring system visualizing data with interactive dashboards.
- Implemented alert system for environmental threshold notifications and data visualization with custom charts.
- Leveraged strong teamwork and communication skills to deliver a winning hackathon project under tight deadline.
- Integrated third-party weather API with efficient data fetching and caching strategies.

EXPERIENCE

Founder & Lead Developer | Scriptstreams

Cleveland, OH | 2025 - Present

- Built and maintained a screenplay database serving the screenwriting community with 10,000+ scripts and rapidly growing user base.
- Manage deployment, bug fixes, feature updates, and user feedback integration.

Geek Squad | Best Buy

Cleveland, OH | 2021 - 2025

- Diagnosed and resolved a diverse range of technical issues for customers, resulting in a 30% increase in customer satisfaction scores and repeat business.
- Optimized the tech support process, enhancing efficiency and reducing average resolution time by 25%.

EDUCATION

GENERAL ASSEMBLY, Software Engineering Immersive Certificate

- Completed 500+ hours of full-stack software engineering, focusing on development fundamentals, object-oriented programming, and MVC frameworks.
- Gained expertise in data modeling and team collaboration through hands-on projects.

Howard Community College, Digital Communication and Media

- Developed skills in multimedia production, digital storytelling, content creation, and media strategy.
- Gained proficiency in digital design, video production, and social media management.