Taylor Vo

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EDUCATION

Washington State University Vancouver <div align="right">Vancouver, WA</div>

Bachelor of Science in Computer Science <div align="right">*Aug. 2018 – May 2022*</div>

- **GPA**: 3.63 / 4.00
- **Relevant Courses**:
  Advanced Data Structures, Artificial Intelligence, Computer Organization, Statistics, Differential Equations, Software Engineering, Computer Architecture and Design, Algorithm and Design, Cryptography, and Databases.

EXPERIENCE

Somhoma Controlware | *Product Software Engineer* <div align="right">May 2022 - August 2022</div>

- Maintained and tested Full-Stack software for Microsoft's Nomadic Broadband Project
- Integrated an auto-restart feature that allowed software to restart on boot in Linux

Microsoft / Washington State University | *CED IoT Researcher* <div align="right">Jan 2022 - May 2022</div>

- Developed Full-Stack IoT data acquisition software for Ferry County local government and worked closely with Microsoft Airband Initiative to bring power and internet connectivity to emergency services in rural areas.
- Tested and reviewed software for any bugs, reducing the number of instances of bugs by 20 percent and received feedback from peers
- Built a Front-end web application displays/monitors various sensors and can control 8 or more sensors/peripherals on a physical unit with a secure sign-in page to only allow authenticated users

PROJECTS

CXM Project (team of 5) | *JavaScript, Python, HTML/CSS, Electron, MongoDB*

- Developed a Full-Stack Windows Application that uses Machine Learning algorithms to classify tweets from Twitter for a group Capstone Project
- Lead an agile team of 3 to build a front-end web application for a responsive desktop experience
- Built a custom REST API to interact with MongoDB containing inferred Twitter Tweets classified by a Machine Learning Algorithm

ThereAreLotsOfYou (team of 2) | *Java, JIG, OpenGL, Slick2d, LWJGL*

- Developed a 3rd-person, real time, battle royale for Game Design course that uses networking over LAN for multiplayer
- Created custom 3D models and animations that are displayed using Sprite Stacking technique
- Designed and Implemented the user interface that is tied to the player and synchronous items in the world

Inflater (solo) | *Java, JIG, OpenGL, Slick2d, LWJGL*

- Built a single-player, 2D platformer for a Game Design course that is a mix between Lode Runner and Dig Dug
- Implemented custom collision detection and animations using TileD and Slick2D game library
- Designed and Implemented a custom search algorthm to track and find the shortest route to the player

TECHNICAL SKILLS

Languages: Python, Java, C/C++, JavaScript/TypeScript, Scala, HTML/CSS, MySQL
Frameworks/Libraries: ReactJS, ElectronJS, NodeJS, Slick2D, Azure-Iot-Hub, TailWindCSS
Tools: Git, Visual Studio Code, IntelliJ, Eclipse, Linux
Other: JSON, Relational Databases, Firebase, Azure, Docker