Suhail Tailor

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Portfolio: sptailor.github.io/Portfolio/

Education

Illinois State University **Aug 2021 - May 2025**
B.S., Computer Science – Applied Science and Technology (GPA: 3.6) Normal IL
- **Coursework:** Algorithms & Data Structures, Object Oriented Programming, Database Processing, Web Development, Secure Software Development.

Technical Skills

- **Languages:** Java, JavaScript, HTML5, CSS3, MySQL, C++, PHP
- **Frameworks/Tools:** React, Bootstrap, WordPress, Git, GitHub, RESTful APIs, Linux, Webpack, Spring Boot, Visual Studio Code.
- **Development Areas:** Front-End Development, Back-End Development, Full-Stack Development.
- **Concepts:** OOP, Algorithms, Data Structures, SDLC, Agile, Scrum, Responsive Design, Unit Testing, Software Testing.
- **Soft Skills:** Team collaboration, problem-solving, technical communication.

Projects

The Odin Project (HTML, CSS, JavaScript) **Nov 2024 - Present**
- Completed structured coursework with hands-on front-end development projects focused on DOM manipulation, accessibility, and responsive design.
- Gained experience with Git workflows, debugging techniques, and writing maintainable, standards-compliant code.

Maze Generator (C++) **Mar 2023 - May 2023**
- Engineered a maze generation algorithm using union-find (disjoint set) with path compression and union by size to ensure performance efficiency.
- Applied recursion, memory management, and CLI-based interaction, with output rendered via ASCII visualization.

Pickleball Scheduling Application (Java) **Jan 2023 - May 2023**
- Developed a scheduling application in a Scrum-based Agile team, utilizing object-oriented programming in Java and using Visual Studio Code as the primary IDE for development and testing.
- Created Software Requirements Specification (SRS) documentation, followed Software Development Life Cycle (SDLC) principles, and designed UML diagrams for architectural planning and system modeling.

Portfolio Website (HTML, CSS, JavaScript) **Jan 2023 - Mar 2023**
- Designed and developed a responsive, mobile-optimized portfolio using semantic HTML5, modular CSS3, and vanilla JavaScript.
- Integrated Git for version control, ensured cross-browser compatibility, and deployed using GitHub Pages to showcase technical projects.

Morse Code Decoder (Java) **Feb 2022 - Apr 2022**
- Implemented a recursive binary tree data structure to decode Morse code using algorithms and tree traversal.
- Utilized file I/O, exception handling, and modular OOP design to build a reliable console-based application.

Experience

Remax (Freelance Software Engineer) **May 2024 - Aug 2024**
- Collaborated in a 4-person team to design, build, and deploy a responsive website for a local realty company, enhancing their online presence and improving customer inquiries.
- Developed 12+ custom front-end components using HTML, CSS, JavaScript, and customized WordPress, ensuring mobile responsiveness and cross-browser compatibility.
- Integrated property listings with search and filter features, improving site usability and client satisfaction.
- Reduced page load time by 30% through code and media optimization.
- Delivered the project within 10 weeks, meeting all client specifications and deadlines.

Illinois State Solar Car Team (Software Team Member) **Sep 2022 - May 2023**
- Programmed microcontroller components to interface software and hardware, enhancing the efficiency of data communication between systems.
- Resolved system-level issues and contributed to solar vehicle testing, improving the vehicle's performance and reliability.

Illinois State Vertical Rocket Landing Team (Vice President) **Oct 2022 - May 2023**
- Assembled model rocket systems and ran flight simulations to refine landing angle.
- Collaborated in a 7-person team to assemble model rocket systems and refine vertical landing performance through iterative testing and simulation.
- Executed flight simulations using PyCharm and optimized flight parameters based on data, improving landing accuracy by 20%.