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| Taylor Premo | |
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| Objective | |
| To obtain Software Development Internship with Thermomass. | |
| Education | |
| Undergraduate - Junior  Iowa State University | Expected May 2017 |
| * Software Engineering * GPA: 2.43 Core GPA: 2.77 | |
| WORK Experience | |
| Web Developer & Database Management  Iowa State Computer Science Department | May 2013 to Jan 2014 |
| * Responsible for documenting & understanding previous web application. * Advising on design choices during rewrite. * Developing for application rewrite. |  |
| Web Developer  Iowa State Computer Science Department | May 2014 to Jul 2014 |
| * Worked with 3rd party to create a dynamic website for desktop & mobile use. |  |
| Other Experience   |  |  | | --- | --- | | 1st Person Puzzle Game in Java  Iowa State - Com S 309 | Jan 2015 to May 2015 | | * Created a multi-rendering system as a mechanic for the game. * Led group of four. * Designed a modular system to create in game objects. * Created a working prototype using 3D sound, positioning. |  | | Robot Navigation System in C  Iowa State – Cpr E 288 | Aug 2014 to Dec 2014 | | * Created an autonomous navigation system in a small robot. * Created a visual HUD & manual control system for the robot. * Worked in a group of 5 to design & implement the system. |  | | Image Type Converter & Game of Life Visual Implementation in C  Iowa State – Com S 229 | Aug 2014 to Dec 2014 | | * Created an application to convert from one file type to another. * Application also had simple editing options. * Created a Command Line GUI & Implementation of Conway’s Game of Life. |  | | ACM Programming Contest | Oct 2012 to Dec 2012 | | * Practiced advanced problem solving problems. * Competed in State Wide competition. * Worked with other ISU students during practice & contest. |  | | |