

Taylor Caldwell

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Education

Bachelors of Science, Software Engineering Technology June 2017

Oregon Institute of Technology - Klamath Falls, Oregon

Professional Experience

Software Engineer – L3 Adaptive Methods. Greater Seattle Area, WA. December 2017 – present

- Software development, design, maintenance, and testing. Front and back end (Java)
- Projects include a variety of SBIR DoD contracts with the US Navy – Classified work.
- Technologies used – Java, Maven, Mercurial, Redmine, Nexus, Eclipse, Ubuntu, Windows

Software Development Intern - JELD-WEN. Klamath Falls, OR. June 2014 – January 2015

- Implemented unit tests and test plans for JELD-WEN pricing software codebase (C#, V. Studio)
- Tested system data structures for functionality
- Changes made from testing results affected real-world window and door pricing software

Programming Lab Assistant - Oregon Tech. Klamath Falls, OR. Spring 2013

- Assisted students with learning C++ fundamentals, writing basic programs
- Graded student's coding assignments

Technical Skills

Core Languages: C, C++, C#, Java

Familiar with: Python, CSS, HTML, XML, SQL, Javascript

Technologies: .NET, Git, WPF, Entity Framework, Visual Studio, Maven, Mercurial, Eclipse, Ubuntu

Concepts: Patterns, Databases, Data Structures & Algorithms, Testing, OOP, Design, Sprint SDLC

Projects

Senior Project – Backgammon Game with AI. Fall 2016 – Spring 2017

- Traditional backgammon game developed in C# with an artificial intelligence opponent
- GUI developed with Windows Presentation Foundation (WPF)

Real Estate Web Application. Fall 2017

- Developed with C#, .NET Core 2.0, Entity Framework, SQL server, MVC, HTML5, CSS
- Allowed realtors to add, edit, and delete home listings, guest users can search and view listings

Secure Chat Room. Fall 2016

- Chat room app built with C#, WPF, and Visual Studio
- A classic chatroom application with client/server communication

Freecell Clone. Spring 2013

- Console-based Freecell game built from scratch in C++

Minesweeper Clone. Spring 2013

- Console-based Minesweeper game built from scratch in C++