
TAYLOR ANDERSON

SUMMARY

A creative web developer influenced by music production, sports, and business. Experience working in a team environment and towards accomplishing a goal.

TECHNICAL SKILLS

Languages: Javascript, HTML CSS, SQL, Python.

Database Systems: MySQL Workbench, MongoDB.

Tools: Node, Express, Mongoose, React.

DAWs: Ableton, Pro Tools, FL Studio, Logic.

EXPERIENCE

BUSINESS MANAGER - TWO MAIDS & A MOP; BELLEVUE, WASHINGTON –
2018-2019

I assisted with the purchase and management of this cleaning service franchise. Work included negotiating with corporate offices, filing paperwork, and finding an office lease.

ENTERPRISE ACCOUNT MANAGER - NETFORTRIS - GEORGETOWN, WASHINGTON –
2014-2015

I managed large scale accounts for a secure cloud-based telecommunications company on a national level. Work included fielding technical and account questions, drafting customer facing documents, and reporting to internal executive and management teams. Prior to leaving the company I was offered a promotion to team lead.

ASSISTANT BARTENDER - 520 BAR AND GRILL – BELLEVUE, WASHINGTON -
2012-2013

I was an assistant to the bartenders at this popular, busy bar and grill. Work included making drinks, serving food, bussing tables, and anything else needed by the staff.

BRAND AMBASSADOR - THE RICE COMPANY - SEATTLE, WASHINGTON -
2011

I was recruited to join the "U Crew Tam" to represent Microsoft across the campus of the University of Washington. Work Included demonstrating Microsoft products across campus, notably the new release of Windows 7 and Microsoft Office. I collected data on more than 1,500 students that was used to improve Windows.

EDUCATION

UNIVERSITY OF WASHINGTON PROFESSIONAL & CONTINUING EDUCATION –
CERTIFICATE IN FULL STACK WEB DEVELOPMENT - 2021

UNIVERSITY OF WASHINGTON PROFESSIONAL & CONTINUING EDUCATION –
CERTIFICATE IN AUDIO PRODUCTION - 2014-2105

UNIVERSITY OF WASHINGTON – BACHELOR OF ARTS IN BUSINESS
ADMINISTRATION: INFORMATION SYSTEMS- 2009-2014

BELLEVUE HIGH SCHOOL - 2005-2009