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# Andrei Ryan Taylor

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## Education

Bachelor of Software Engineering (3.75 GPA)	University of Victoria	Fall 2013 – December 2017
Bachelor of Psychology (3.20 GPA)	Brock University	Fall 2008 - Spring 2011

## Work Experience

Software Developer                      MDA (MacDonald, Dettwiler and Associates)                      Summer 2016 - Spring 2017

- Developed mission planning software for RADARSAT Constellation Mission, a three-spacecraft fleet of satellites
- Implemented a workflow manager for automating repetitive spacecraft related tasks in C++
- Wrote the spacecraft schedule generation component for telemetry downlink and uplink in C++

Software Developer                      Isolation Network                      Fall 2015

- Developed a user interface for Universal Media Group's content distribution system using Angular and ASP.net
- Created a RESTful API for the existing SQL database using Entity Framework for queries of products and orders
- Led the migration from Angular controllers to Angular 2.0 style components

QA Analyst                      Latitude Geographic                      Spring 2015

- Designed and Implemented a Selenium based application that automated tedious tasks in testing
- Found and reported over 50 bugs and assisted in the testing of fix versions
- Tested and released an update of the Geocortex HTML5 Viewer

## Projects

**YourNewDad** - AI that responds to REST requests to play a head-to-head version of the classic game snake

- Entry into the 2017 Battle Snake Competition, defeated most bounty snakes at the competition
- Designed AI algorithm that resulted in 20ms average response time (average competitor responses were 100+ ms)
- *Golang, MySQL*

**Choral.Cloud** - IOT aggregation service supporting hierarchical data visualization for IOT sensors

- Implemented job scheduling and execution engine
- Deployed distributed 4 node data store with Cassandra and Apache Storm
- *Golang, Apache Storm, Cassandra, Hadoop, Node Js*

**BoardGameTracking.com** - Real time tracking of money in board games like Monopoly or Powergrid

- Core Contributor and maintainer, implemented custom login system with passport js
- *Bootstrap, Angular, MongoDB, Node.js, Express, Socket.io, Passport Js*

**GloboGym.me** - Real time scheduling app that allows users to schedule bookings for rooms and facilities

- Implemented Facebook and Google+ logins and set up hosting with DigitalOcean
- Designed a responsive Web UI with a drag and drop calendar for event scheduling
- *Bootstrap, Angular, MongoDB, Node.js, Express, Socket.io*

## Additional Experience

UVic Aero – Software Developer/ President

Spring 2014 – Present

- Student team competing in Unmanned Aircraft Competitions
- Designed the Antenna Tracking system which follows the aircraft and allows real time data transfer (C++)
- Responsible for creating and maintaining sponsor relationships
- Ran weekly meetings and oversaw UAV design and construction

## Technical Experience

- Proficient Languages: C++ (2 years), Javascript (4 Years), Golang (1 Year)
- Familiar Languages: Java, C, Typescript, Python
- Front-End Web Development: HTML, CSS, AngularJs, Angular, Bootstrap, vue.js
- Back-End Web Development: MongoDB, PostgreSQL
- Nerdy Stuff: Avid Linux User, 3D Printing Enthusiast, Git, Github, AWS, AWS Lambda