

Taylor Lee

Software Engineer

(978) 807.1840 · chamomile.tay@gmail.com · Boston, MA

chamomiletay.com · [in/tay-lee](https://in.tay-lee) · github.com/chamomiletay

SUMMARY

Detail-oriented and self-directed software engineer and designer with a focus in frontend development. I enjoy making spaces more accessible and am very motivated to expand my skill set. I take pride in quickly adapting to new environments, problem solving, and developing clean, scalable code. My experience in game design and drive to curate more inclusive spaces is evident in every application I build.

SKILLS

Languages - JavaScript, TypeScript, Python, HTML, CSS, JSON, EJS | **Database** - MongoDB, PostgreSQL

Libraries and Frameworks - Express.js, jQuery, Mongoose, Handlebars, Bootstrap, Tailwind CSS, Django, ReactJS

Other - Node.js, RESTful Routing, JSON API, Lean Six Sigma, Git, GitHub, Trello, Web liaison

SOFTWARE DEVELOPMENT PROJECTS

Capsule | **PERN Stack, Django, Tailwind CSS**

July 2022

- A responsive wardrobe-logging application that assists users in building outfits and promoting sustainability by using existing pieces in their closet.
- Handled user authentication through JSON Web Tokens and Postgres database.
- Stored and retrieved user's data, including generated outfits and individual clothing using Postgres database and Django REST framework for API.
- Developed a polished front-end via Create React App that utilizes Tailwind CSS to efficiently produce reusable, interactive React components.

Petwork | **MERN Stack, JavaScript, HTML5, CSS3**

June 2022

- A pet-parent networking site where users can find breed-specific care information and generate profiles for their furry friends.
- Took on the role of deploying the frontend of the application to Netlify and the backend to Heroku. Collaborated with a project manager and git master to efficiently resolve merge conflicts and establish an effective workflow. Front and backend repositories have successfully been deployed using Netlify and Heroku respectively.
- Handled front-end rendering of interactive, modular components using Create React App.
- Utilized CSS flexbox layouts for responsiveness and accessibility across varying device resolutions.
- Profile generation is achieved via an API that sends user information as JSON to the front-end. The user may also search and save breed-specific info for future reference by retrieving info from a 3rd party API.

Toasty | **Node.js, Express/EJS, MongoDB/Mongoose**

April 2022

- A cozy, personal journaling application that encapsulates your daily mood and reflections.
- Utilized JavaScript elements and text inputs to allow users to manipulate a database by making RESTful API fetch calls to an Express, MongoDB, Node.js backend handling all create, read, update, delete (CRUD) operations.
- Tested all CRUD backend routes using Postman to ensure connections were maintained throughout the course of development.
- Used Mongoose to define schemas for MongoDB collections and maintained a MVC file structure.

Chlorophyll | **HTML, CSS, Javascript**

March 2022

- An HTML-based virtual plant simulator inspired by the game "Spaceman", *Chlorophyll* references its core mechanics and adds additional functionality for responsiveness and accessibility by allowing on-screen and keyboard inputs via DOM manipulation and Javascript event listeners.
- Curated a responsive application to be viewed on varying displays and mobile devices by using CSS flexbox layouts.

PROFESSIONAL EXPERIENCE

Office Support Specialist I, MA Department of Public Health | Boston, MA

July 2019 - Present

- Collaborates with 15-20 stakeholders per day to address time-sensitive pharmaceutical licensing inquiries. Routinely maintains secure data structures regarding licensing information via Excel.
- Demonstrates strong communication skills by addressing any workflow concerns and collaborates with the licensure team to identify and fine-tune standard operating procedures to improve efficiency of service and maintenance of data structures.
- Facilitate requests as a web liaison to post fillable digital licensing documents to existing databases and web pages, resulting in stakeholders being able to access the most accurate licensing information.

Games Usability Lab Assistant, Northeastern University | Boston, MA

October 2018 - May 2019

- Provided routine maintenance and security of recording hardware, VR equipment, and gaming consoles.
- Demonstrated strong presentation skills by teaching users how to use hardware and gaming equipment by providing demonstrations of equipment and step-by-step guidance.
- Routinely conducted research on related hardware/software to determine the different scenarios each device would be best suited for.
- Assisted stakeholders in conducting user testing projects and helped initiate recording via Morae software.

EDUCATION

GENERAL ASSEMBLY | REMOTE

Software Engineering Immersive

January 2022 - July 2022

Successfully completed an intensive, 24-week, 450+ hour program focused on product development fundamentals, object-oriented programming, MVC frameworks, data modeling, and team collaboration strategies. Developed a portfolio of individual and group projects.

NORTHEASTERN UNIVERSITY | BOSTON, MA

Bachelor of Fine Arts (BFA) in Game Design

September 2015 - May 2019

Coursework included: Game Interface Design, Rapid Idea Prototyping for Games, The Business of Games, Games and Social Justice, and Introduction to Game Research Methods.

Projects included: User Interface designs and prototypes for varying game design concepts, including a cooking simulator inspired by the mechanics of *Taiko no Tatsujin*. Capstone project consisted of an interactive visual novel utilizing Python and generated art assets to run an application via Ren'Py software.