

Taylor Lee

Front-End Engineer

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Detail-oriented front-end engineer and designer that is passionate about cozy aesthetics. I take pride in quickly adapting to new environments, engaging in storytelling, and ideating warm and inviting interactive spaces while engaging my audience. My drive to curate more inclusive and accessible spaces is evident in every application I build.

SKILLS

Languages - JavaScript, Python, HTML, CSS, Mongo, Mongoose, JSON, EJS, Handlebars | **Database** - MongoDB, PostgreSQL

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

Other - RESTful Routing, JSON api, Lean Six Sigma

SOFTWARE DEVELOPMENT PROJECTS

Capsule | PERN Stack, Django, Tailwind CSS **July 2022**

- A responsive application that allows its users to keep record of articles of clothing in their wardrobe by recording and retrieving user data from a Postgres database by utilizing the Django REST framework.
- Developed a polished front-end via Create React App that utilizes Tailwind CSS to efficiently produce reusable, interactive React components.
- Utilized JSON Web Tokens to introduce user authentication and allow individuals to save and access generated outfits and user information.

Petwork | MERN Stack, JavaScript, HTML5, CSS3 **June 2022**

- A pet-parent networking site that allows users to generate a profile for their pet 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.
- Handled front-end rendering of interactive, modular components using Create React App.
- Utilized flexbox layouts to generate a responsive interface to allow for accessibility across varying device resolutions.

Toasty | Node.js, Express/EJS, MongoDB/Mongoose **April 2022**

- A cozy, personal journaling application that encapsulates your daily mood and reflections via CRUD routes.
- 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 during development 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 during development.

Chlorophyll | HTML, CSS, Javascript **March 2022**

- Designed a web browser game utilizing HTML, CSS, and JavaScript, that references a pre-existing and familiar game. The core mechanics of “Spaceman” were referenced in creating “Chlorophyll” and building up its functionality.
- Intentionally created an accessible application that utilized varying text inputs in order to interact with the game interface, including an on-screen keyboard generated via DOM manipulation and JS event listeners.
- Curated a responsive application to be viewed on varying displays and mobile devices by using flexbox layouts.

PROFESSIONAL EXPERIENCE

Office Support Specialist I, MA Department of Public Health | Boston, MA **March 2022 - Present**

- Collaborate with 10-15 stakeholders per day in addressing their detailed and time-sensitive licensing questions/inquiries and coordinate activities as needed (including special accommodations, waivers, etc.)
- Routinely update and maintain secure data structures via Excel while providing recommendations that will benefit team workflow by utilizing Lean Six Sigma and reducing waste within the work environment.
- Facilitate requests to post fillable digital licensing documents to existing databases and web pages, resulting in stakeholders being able to access the most accurate licensing information.

Facility Applications Coordinator, MA Department of Public Health | Boston, MA

July 2019 - March 2022

- Maintained secure data structures via Excel and digitized incoming documents from internal and external stakeholders.
- Collaborated with the licensing team to identify and fine-tune licensing procedures to improve efficiency and decrease turnaround times.
- Quickly adapted to MyLicense Office licensing application and procedures in order to promptly verify licensing information and provide direction to stakeholders.

Usability Lab Assistant, Northeastern University | Boston, MA

October 2018 - May 2019

- Provided routine maintenance and security of recording hardware, VR equipment, and gaming consoles and provided demonstrations of equipment and software to stakeholders.
- 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.