

Daniel Taylor

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EXPERIENCE

Spartan Solutions Ltd, Glasgow — Software Engineer

October 2018 - Present

In my role, I am responsible for several tasks including development, testing and support. Some of my main duties include creating, implementing and improving features in PHALANX, Spartans flagship operations application. As well as creating requested custom features and updating existing features based on our customer's needs. I have also had the opportunity to work on an unreleased project primarily using C#, ReactJS and Redux.

Working on our support rota involves me fixing bugs listed in our support queue and prioritising bugs based on their severity and impact. As well as interacting with customers via email and telephone calls.

Solus UK Ltd, Glasgow — Unity Developer

August 2016 - October 2018

When I started my role at Solus I was placed in charge of several existing mobile applications to fix bugs, implement and improve features and games and work on optimising these applications. Later I was placed in a lead role in developing the company's new children's library application to deliver a more feature-rich experience to libraries and their patrons.

In my time there, I worked on improving the organization and development process between different departments. I was also involved in taking part in regular development meetings with our reseller based in the US, as well as interacting with customers during the pilot phase of the launch of the application in the US.

EDUCATION

Computer Games Development 1st Class BSc (Hons), the University of the West of Scotland

September 2012 - June 2016

SKILLS

- C#
- JavaScript
- React
- Redux
- HTML5/CSS
- Bootstrap
- jQuery
- Underscore.js
- Unity

AWARDS

UWS Court Medal Achieved by getting the highest academic results in my course across all four university campuses.

Best Computer Games Development Project Awarded whilst attending the Digital Futures showcase at university, having been voted by students and attendees as having the best project in this category.

Digital Futures Attendee Choice Award Awarded at the Digital Futures showcase at university for having the highest voted project from all of the different courses on show at the event.

PROJECTS

PHALANX — *Spartan Solutions Ltd*

PHALANX is an integrated operations software application that combines RFID/barcode technology, operational mobility with the use of smartphones and tablets and integration with back-office systems on a single software platform. PHALANX contains many processes to help employees carry out their work in a more streamlined and efficient manner and help reduce a businesses use of paper.

Whilst working on this project I have used various programming languages such as C#, JavaScript and SQL. Along side frameworks such as REACT, JQuery and ASP.Net.

Planet Library — *Solus UK Ltd*

The flagship children's application for Solus which combines features from their adult library application and their pre-existing children's application. The application uses beacon technology to allow users to search for 3D characters in their local library to unlock various rewards, to drive traffic to local libraries. The application allows users to interact with their library by reserving items, access digital content and various information from within the application.

I was responsible for helping with the design and feature list of the application and was the sole developer on the project. I also worked with our sales and support teams to improve the application and features based on feedback from current and potential customers.

IBD Classes — *Solus UK Ltd*

A mobile application created to assist clinicians in the diagnosis of paediatric IBD. Users are asked to complete some questions which will provide a diagnosis e.g. if class 1 features are present this will lead to a diagnosis of Crohn's disease and class 2 and 3 will be ignored. My role in the project was to design and develop the entire application based on information and feedback from our client.

Comic Manager — *Personal*

A mobile application created to scan the barcodes of comic books to retrieve their information, and allow for the setting of the comics location my comic storage solution. The application was created with jQuery and Apache Cordova.

Clandestine Ops — *BSc Project*

A First-Person Shooter game that I created with Unity and programmed in C#, to aid in my dissertation research.