

Daniel Taylor

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EXPERIENCE

Spartan Solutions Ltd, Glasgow — Software Engineer

October 2018 - July 2020

In my role, I was responsible for several duties with my main tasks including designing, implementing and updating features for Spartans flagship operations application, PHALANX. During my time at the company, I also interacted with various clients working in a support role and updating custom requested features to better meet their business requirements.

My knowledge of working with the React framework on personal projects allowed me to work on their new predictive maintenance software, PROPHESE. My role in this project saw me work alongside the software architect and lead developer, implementing new features and helping set up data for potential client showcases.

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. Also during my time there I worked on improving development processes and organization and ran a customer pilot based in the United States.

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 the businesses use of paper.

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

EDUCATION

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

September 2012 - June 2016

SKILLS

- JavaScript
- C#
- HTML5/CSS
- React
- Gatsby
- Bootstrap
- 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.

Planet Library — *Solus UK Ltd*

Solus's flagship children's application merging essential specialities from their library application and old children's application. Beacon technology is utilised to give kids an Augmented Reality adventure to find and collect 3D characters to unlock rewards, whilst additionally driving traffic to libraries. Users can also interact with their library by reserving items, access digital content and various information from within the application. I assisted with the design and features of the application and was the sole developer on the project.

IBD Classes — *Solus UK Ltd*

An application which supports clinicians in diagnosing paediatric IBD. Physicians complete a survey on a patient's symptoms, with their results being fed into a formula that determines the patient's illness. My role during development was to design and develop the entire application based on information and feedback from our client.

Comic Manager — *Personal*

An application created with jQuery, and Apache Cordova that integrates with the Google Books API. To allow users to scan barcodes of comic books, retrieve the information of the book, then allow them to set the book's location in their storage system before saving it to a local database.