

Daniel Taylor

danielt.co.uk
[linkedin.com/in/danielt0803](https://www.linkedin.com/in/danielt0803)

EXPERIENCE

Solus UK Ltd, Glasgow — Unity Developer

August 2016 - Present

My role here has seen me placed in charge of updating, improving and completing a number existing mobile applications. As well as helping to design, manage and develop a number of new applications, whilst interacting with clients and staff from other sections of the company.

EDUCATION

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

September 2012 - June 2016

In this course I learned to use various languages and technologies to create various games and software. In many of my group projects I had the role of team leader, which helped me gain management and leadership skills.

PROJECTS

Planet Library — Solus UK Ltd

A mobile application created to interact with existing library management systems and our custom built CMS, which allows users to access library content and information. The application also features a games and reward system to help drive users into visiting their local libraries on a regular bases.

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 for easy management and tracking in my comic storage solution.

Clandestine Ops — BSc Project

A First Person Shooter that I created with Unity and programmed in C#.

SKILLS

- C#
- Unity
- JavaScript
- HTML5/CSS
- Bootstrap
- jQuery

AWARDS

UWS Court Medal 2015 - 2016

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.