Gabrielle A. Taylor

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Education

Columbia University, School of Engineering. New York, NY. BSc in Computer Science, expected May 2017

Immaculate Conception High School. Kingston, Jamaica. June 2013

Projects

Senior Project. *CS Department, Columbia University. Fall 2016 Semester*
Robotics and data structures visualization project using Sphero robot platform to show path planning algorithms in real time on iOS app written in Swift. Project mentored by Paul Blaer, Lecturer In Discipline.

UI Design Final Project "Hatespotting". *Team mAPI, CS Department, Columbia University. December 2016*
Group Project. Entailed two weeks of usability design, heuristic analysis, prototyping, testing then implementation. Uses Google Places, Google Maps APIs, and HTML5 Local Storage. http://bit.ly/2iShHAH

Advanced Software Engineering, JP Morgan Chase Project. *Team ExceptionHandlers, CS Department, Columbia University. Fall 2016 Semester*
Group project. Created app to automate stock trading. Queried provided market server, responding to market by changing amount of stock sold. Dashboard for broker displayed realtime status of orders. Django, Python, SQLite backend, Bootstrap frontend. CI using Travis. Awarded Second Place Prize by panel of JPM judges.

American Institute of Aeronautics and Astronauts, Columbia Branch. *Webmaster, Sept 2014 - Present*
Redesigned and implemented website in 2014 (www.columbia.edu/cu/aiaa), responsible for maintenance.

Experience

The Art of Engineering, CS/CE Project, Columbia University. *Teaching Assistant, January 2015 - Present*
TA for project for Freshman CS/CE students, writing firmware in C for an HP 20b Business calculator.

Computer Science Department, Columbia University. *Teaching Assistant, June 2016 - August 2016*
TA for for Fundamentals of Computer Systems, introductory class to digital logic and computer organization, TA for Data Structures in Java, introductory class to data types and structures.

Intro. to 3-D Animation Summer Camp, CS Department, UWI Mona, Jamaica. *Tutor, August 2011 and July 2010*
Taught students in middle and high school basic programming and animation concepts using Alice.

Skills

- Proficient in C, Java, Python, Swift. Basic proficiency in Django, SQLite, C++, HTML, JavaScript, CSS, OCaml, LLVM IR, MIPS ISA, SystemVerilog, MATLAB, LaTeX, Pascal.
- Basic proficiency in Mandarin Chinese, Spanish.

Relevant Coursework

- COMS6156 Topics in Software Engineering
- COMS4170 Artificial Intelligence
- COMS4111 Introduction to Databases
- COMS3998 Undergraduate Projects in CS
- COMS4115 Programming Languages & Translators
- COMS4156 Advanced Software Engineering
- COMS4170 User Interface Design
- CSEE4140 Networking Lab
- CSEE4840 Embedded Systems
- CSEE4824 Computer Architecture
- CSEE4119 Computer Networks
- CSEE3827 Fundamentals of Computer Systems
- COMS3202 Discrete Math
- MATH2010 Linear Algebra
- SIEO4150 Intro to Probability and Statistics
- COMS3261 Computer Science Theory
- COMS3157 Advanced Programming
- COMS3131 Data Structures in Java
- ENGI1006 Intro to Computer Science in Python
- MSAE1001 Atomic Scale Eng. of New Materials

Extracurricular

Application Development Initiative Labs, Columbia University, September 2015 - December 2015
Columbia University Chamber Ensemble, Oboe and Piano, September 2014 - May 2015
American Institute of Aeronautics and Astronauts, Columbia Branch, 2013 - Present
Women in Computer Science, Columbia Branch, 2014 - Present
ICHS Symphony Orchestra: First Oboist, Head of Wind Section and Orchestra Secretary, 2009 - 2013

Honors & Awards

First in the Caribbean in Computer Science Unit 2 Caribbean Advanced Proficiency Examination, 2013
Third in the Caribbean in Computer Science Unit 1 Caribbean Advanced Proficiency Examination, 2012