

Ian Taylor

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SUMMARY

I am a software engineer focused on web applications. I am seeking full-time opportunities as a full-stack developer.

EDUCATION

B.S. Software Engineering

Arizona State University, Fulton, AZ

May 2022

3.50/4.00 GPA

TECHNICAL SKILLS

Programming Languages: Java, JavaScript, C, Python, Typescript

Front-End: HTML, CSS, Angular

Tools, Databases, and OS: MySQL, Spring, Node.JS, Express.JS, Jersey, JMS Messaging Service, Git, GitHub, Docker, AWS, Django3, macOS, Linux/Unix

Architecture Styles: REST, Microservices, SOC

Methodologies: Agile, Waterfall, Test Driven Development

EXPERIENCE

Business Owner and Software Engineer

Turaco Solutions, Harare, Zimbabwe

- Discovered clients and secured contracts to build web applications for small- to medium-sized businesses. Gathered requirements and designed the projects. Controlled the SDLC and carried out the developing.

PROJECTS

Tractor Tracker

Spring 2020

- I designed and created a web application for an Agricultural Company that specializes in equipment rentals. The application handles all their job and customer data. Streamlining administrative tasks and centralizing all data.
- Built using Java, Spring, Angular, MySQL and hosted on AWS.

Family Financial Tracker

Jun 2022

- A web application for financial tracking in multiple currencies.
- Built using Java, Spring, Angular, MySQL and hosted on AWS.

Farm Simulation Gave

Aug 2019

- Developed a simple CLI farming game where decisions are needed to be made after each cycle.
- For this game, I chose to use the Factory Pattern to construct the different types of farms. I used the Decorator Pattern to handle the farm upgrades and the Monitor Patterns to monitor the overall game.
- It is built using Java.

Connect4 Game

Aug 2020

- Created a Connect4 networked game with a server application that allows multiple users running client-side Connect4 software to connect to and play through a local network handling multiple connections and each game's functionality.
- Client-sided Connect4 application runs, giving the user the choice of either playing online (connecting to the server) or single-player with a further option to run the game in GUI or CLI.
- Built using Java, JavaFX, using multithreading, and tested with JUnit.

OTHER WORK EXPERIENCE

3.4U Data Recorder, Halul Offshore

2019 - 2020

- I worked as part of the dive management team, controlling dive operations for the Qatar Petroleum inspection program. This involved coordinating diver and ROV inspection work while recording and reporting all findings.

Air/Saturation Diver | Various Companies in the Middle East, West Africa, and Asia

2007 - 2019

- I worked as a saturation diver on multiple contracts for various companies in the Oil and Gas industry.