

# 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

Jun 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

Feb 2022

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

### Sizing Application

Aug 2019

- For our final project in the ASU software engineering program, a group of us picked up a project where we had to find the clothes size of a person in an image. Over 32 weeks, we broke down the requirements and built an application that receives an image, vets it, improves the image, and then finds the figure's dimensions using AI modules we patched together. This project was built for a company in the USA that planned to use the project to sell to e-commerce sites.
- It is built using Python.

### 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-side 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.