

Ian Taylor

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Objective

My goal is to gain experience and become a proficient software developer utilizing my relevant experience, technical expertise, and problem-solving skills.

Projects

Connect4 Network Game – Java – The player has the option to run the game either as CLI or GUI. The user then has the further option to play against a computer or against an opponent and is controlled by a server using multithreading. Multiple games can run simultaneously.

Farming Simulation Game – Java – Built with java, this game simulates a basic farming life cycle where the game includes decisions after each cycle. To create 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.

Multithread Image Filter – C – A BMP file is run through a terminal with an argument choosing a type of filter (either blur, or cheese). The filter is applied to the image through evenly distributed threads. This program was built using C.

Work Experience

Software Engineering Student | Arizona State University | Mar 2020 – Present

Prior to March 2020 I had been studying part-time since September 2017, whilst continuing my job as a commercial diver. However, I eventually decided to take some time off work to focus on achieving my goal of becoming a software developer. Studying full-time since March 2020 has allowed me to complete most of my software development courses, leaving only my Capstone project to be completed part-time over the next year, whilst I start working as a software developer.

3.4U Data Recorder | Halul Offshore | Jun 2019 – Mar 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 | Aug 2007 – Jun 2019

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

Education

B.S. Software Engineering
Arizona State University –
Expected May 2022
GPA 3.4

Skills

Java (fluent), C (proficient),
Python (prior experience),
JavaScript (proficient),
Node.js (proficient),
SQL (proficient),
REST (proficient),
Microservices (proficient), HTML
(proficient), and CSS (proficient)

Tools

IntelliJ, Docker, Git, AWS,
Jersey, Express, AJAX,

Coursework

Design Analysis of Algorithms
Operating Systems and
Networks
Principles of Database
Management
Software Enterprise Tools and
Processes
Object-Oriented Programming
Software Development Life
Cycle procedures

Links

GitHub: github.com/iTaylor5
Portfolio:
<https://taylor-software-engineering.s3.eu-west-2.amazonaws.com/Portfolio/index.html>