



# Jayant Tailor

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www.github.com/jayant95

## skills()

- Languages: JavaScript, PHP, Java, MySQL, C#, C++, HTML, CSS, jQuery
- Tools: Android Studio, VS Code, Visual Studio, Eclipse, Monodevelop, Atom
- Extras: Git, Unity, Adobe Illustrator, D3.js, Jasmine, Arduino, Node.js, XML, XAMPP

## experience()

### Full Stack Developer | Achieve the Physique

// Feb 2019 - Present

Personal Project

- Created web app that allows users to compare personal physique measurements with bodybuilders, upload progress pictures, and set monthly goals. Used PHP, MySQL, JavaScript, HTML, CSS.
- Implemented registration and authentication system using BCRYPT password hashing.
- Built PHPMyAdmin database to store user data. Used prepared statements to prevent SQL injection.
- Designed web layout from scratch with UI responsiveness. Created form validation and handling using HTTP POST.
- Created interactive SVG image map where users can click on a body part to select their muscle group.

### Full Stack Developer Intern | SAP Canada

// Jan 2017 - Sept 2017

- Optimized login load time for SAP Analytics Cloud by 30% using Akamai, with engineering team.
- Reduced 25% of team's test cases by automating manual regression testing using JavaScript and the Jasmine framework.
- Fixed backend and frontend bugs for enterprise cloud product used by 2000 customers. Implemented error handling for CDN. Used JavaScript and CSS.
- Addressed critical issue where 50% of customer data was missing in product.
- Implemented HTTP server using Node.js and Maven to host static files on local development machines once the files are moved to CDN database.
- Identified vulnerabilities in codebase. Modified methods to protect user data from SQL injection.
- Worked closely with UI designers and engineering team to create consistent interface from mockups.

### Android Developer | Nomad Bookings

// July 2016 - Aug 2016

School Project

- Created an app in Android Studio where users can search for flights, returning the top 3 affordable flights using real time data. Built with Java and XML.
- Implemented Google QPX Express API to retrieve real time flight data and explored mobile GPS functionality.
- Integrated an asynchronous task for retrieving flight data in order for the UI to still be responsive.
- Effectively programmed a consistent user interface across all Android phone emulators using XML.

### Unity Game Developer | Ducky Road

// July 2016 - Aug 2016

School Project

- Created a 2D adventure game where players guide ducklings across obstacles to their mother.
- Programmed a flocking and an attraction algorithm so the objects in the game have a sense of cohesion and randomness using C# and the Unity game engine.
- Refined our game using play testers to help fine-tune our level design, controls and difficulty.
- Received positive feedback from 3 gaming industry professionals from EA and A Thinking Ape.

## profile()

I am a full stack developer well-versed with JavaScript and PHP. UX design knowledge allows me to create a polished product from a concept to the final implementation.

## education()

Simon Fraser University  
2013-2019

Bachelor of Science  
Interactive Arts & Technology  
Concentration: Interactive  
Systems

## interests()



I love to learn new languages and technologies. Currently using online tutorials to learn more about ES6.



My routine involves going to the gym on a consistent basis.



I enjoy watching NBA and in my free time, I love to play basketball with friends.