# **Josh Taylor**

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#### **EXPERIENCE**

Roblox Bay Area, CA

Software Engineer Intern

May 2023 - Present

- Batched **DynamoDB** write operations using **Kafka** and **Flink**, saving \$100,000 per month
- Reduced API failure rate by 90% by using **C#** to implement HTTP client retries

**Lucid Software** Salt Lake City, UT

Software Engineer Intern

May 2022 - Aug 2022

- Built ownership transfer features using **Angular** and **Scala** that saved 300 hours of work
- Optimized existing **TypeScript** to reduce webpage load time by 93%

## **Brigham Young University**

Provo, UT

Al Researcher

Sept 2022 - Present

• Developed an AI that plays social interaction games using **Python**, **Dart**, and **Firebase**.

Software Developer / Linux Systems Admin

Aug 2020 - Aug 2021

• Created distributed systems on Linux with C, MySQL, and Python that serves 4000 students

Juni Learning Remote

**Programming Instructor** 

Apr 2021 - Apr 2022

Taught classes on algorithms, data structures, Java, C++, JavaScript, and Python to 35 students

### **EDUCATION**

## **Brigham Young University**

Provo, UT

BS Computer Science - GPA 3.8

Apr 2020 - (Expected) Dec 2023

• Data structures, algorithms, deep learning, software design, AI, and image processing

### **VOLUNTEER**

### **BYU Competitive Programming Club President**

May 2022 - May 2023

- Increased club attendance by 400%
- Organized weekly meetings and workshops to help members improve their coding skills

#### **PROJECTS**

Kattis Leaderboard

kattis-leaderboard.web.app

Created a Competitive Programming leaderboard using React, Firebase, Google Cloud, and Flask
Music Generator
github.com/ioshbtav/music-transformer

• Designed and implemented a deep neural network using **PyTorch** to generate songs

**Languages**: C, C++, C#, Java, Python, JavaScript, TypeScript, HTML, CSS, Scala, SQL, Bash, Dart **Tools**: React, Angular, Vue, Flink, Node.js, AWS, Firebase, PyTorch, Linux, Git, Agile/Scrum, CI/CD