cambodiam@hotmail.com 0400 729 293 github.com/mupersega linkedin.com Portfolio Website

# Cameron Taylor

Junior Web Developer

## Summary

Junior developer capable at all levels from the design phase to deployment of web-based applications. Enjoys learning new skills and solving new problems irrespective of whether they be front-end or back-end. Brings unique experiences, insights, skillsets, and attitudes having trained and performed as a professional musician and singer. Passionate about creative and elegant solutions, while always looking to inspire "wonder" in the users of personal and professional projects.

### Tech Skills

Languages: HTML, CSS, Python, Ruby, JavaScript, Reactjs, Nodejs, vba

Frameworks: Ruby on Rails, React, Bootstrap

Database: PostgreSQL, SQLite

Software: VScode, Pycharm, Microsoft Excel

Miscellaneous: Version control(Git, Github), WSL, CLI operations

# Education

2021

Diploma of IT Coder Academy Brisbane Fast-track full-stack web dev bootcamp

2016

Postgraduate Certificate Music Studies Griffith University Queensland Conservatorium

2015

Bachelor of Music Performance

**Griffith University** 

**Queensland Conservatorium** 

# Previous Employment

Restaurant Manager, Kettle and Tin, Brisbane, Paddington

Jan 2018 - Jun 2021

Rostering

Inventory management

Conflict management

Training

• Systems implementation

Hiring

Asa Boardman - 0415 347 741

Venue owner & Milton Rum Distillery Operations manager

# **Key Projects**

<< links to repo for each</p>

# Terminal Terrain Generator



This application runs entirely in the terminal, wherein it generates and displays a colourful, top-down map that users can manipulate with several commands. Users may name and save their favourite maps at which time a PNG thumbnail is also generated for later viewing (such is the image that can be seen to the left).

The primary features of this application include:

- · Randomly generated height maps.
- Display map tiles with different colours correlating with different altitudes, i.e. "water", "hills", and "grasslands".
- Ability to add and remove land mass.
- Smooth height maps by convoluting height values.
- Exports JSON such that generated maps might be used in other applications, or reloaded, and further shaped.

### Languages

Ruby Bash

#### Incorporates

classes

accepting user input
modules and package inclusion
command line arguments
complex array manipulation
JSON import & Export
Image construction

"Key Projects" continues on next page

# 🚺 Intergalactic Reapers - a live-streaming strategy game



This game was developed as a passion project to increase viewer engagement and retention for a twitch channel that I run once to twice a week; this set very clear design constraints. This application is run locally, color-keyed, and overlays the stream. The game simulates a basic universe wherein there are planets, asteroids, stations, ships, turrets, and hostile vessels.

The primary features of this application include:

- Resource harvesting from randomly generated asteroids.
- Resources storage and display per player.
- · Combat phase and gather phase change class behaviours.
- All player interaction via twitch chat.
- Projectiles check for collision using a quadtree data structure enabling increased projectile count.
- Trade mechanics allow players to list resources to trade with others.
- Turrets with short range, lasers and lightning attacks remove hostile entities.

#### Languages

Python pygame SQLite

#### Incorporates

collision
multi-threading
multiplayer
vectors
pathfinding
quadtree implementation
IRC chat bot integration
procedural generation

# AccompanyMe.com - connecting piano players and parents



#### AccompanyMe.com.au

AccompanyMe.com.au aims to create a space where skilled piano players can create a profile, list their qualifications and recieve contact requests from parents and students requiring accompaniment for exams, and concerts.

The primary features of this application include:

- · User authentication using "devise".
- Profile creation for piano players.
- Dynamic and responsive layout.
- Models supported by PostgreSQL relational database.
- Messaging system to facilitate contact.
- · Custom designed branding and logo.
- Hosted with Heroku and content delivered with Cloudinary.

#### Languages

Ruby Ruby on Rails PostgreSQL HTML CSS

#### Incorporates

bootstrap styling
user authentication
MVC design architecture
messaging between users
relational database
image upload

## My Coder Journey - Python Platformer

### <u>Packaged Dropbox Link</u>



This game was developed in five days for a scholarship application. It details my life as a coder up until beginning my training in full-stack web development at the "Coder Academy" Brisbane campus. All assets including music and pixel art were made by me. I enjoyed making this game, and while the code is not very elegant, I learnt much in the small time-frame.

The primary features of this application include:

- · Custom art, music, and sound effects.
- Collect EXP to increase diversity score and learn more about my journey.
- Parralax side scrolling for enhanced visuals.
- Movement controls (t, shift, space, arrow keys).
- · Particle physics.
- · Story displayed through text on screen.
- Story elements paced to reflect sentence structure.
- Infinitely scrolls and spawns more experience bubbles.

#### Languages

Python pygame Art made with Aseprite Music with Beepbox Sound fx with BFXR

#### Incorporates

classes
vectors
physics
collision detection
object cleanup
dynamic storytelling