

Philip Taylor

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Profile

I enjoy creating things that other people can then enjoy themselves. While my main interests lie in game development and 3D graphics, I like to deploy logical thinking alongside creativity to produce any form of computer-based content that provides helpful tools, increased productivity or just entertainment.

Computing skills

Development

Languages: Python, C++, Java, HTML, (S)CSS, Javascript, SQL, Rust, R, C

Libraries: OpenGL, React, RabbitMQ

Operating systems: Windows, Linux

Other

Non-professional knowledge of Audio Production (Logic Pro), Image Editing (Photoshop), Video Editing (Vegas Movie Studio), 3D Modelling (Blender)

Education

2013-2017

University of Warwick,
Coventry

MEng Computer Science (First Class Honours):

- Fourth year: 75%

- Key modules: Data Mining, High-Performance Computing, Game Theory, Image & Video Analysis
- Included a group software project on generating music in MIDI format using deep learning (Python)

- Third year: 79%

- Key modules: Computer Graphics, Machine Learning, Mobile Robotics, Compiler Design
- Included an individual software project on real-time procedural generation and rendering of 3D landscapes (C++, OpenGL)

- Second year: 79%

- Key modules: Operating Systems and Computer Networks, Algorithms, Software Engineering, Artificial Intelligence

- First year: 80%

- Key modules: Programming, Design of Information Structures, Computer Organisation and Architecture, Web Development

A full list of modules and marks can be found in my HEAR (Higher Education Achievement Report) which I will provide upon request.

2006-2013

Coventry Blue Coat
Church of England
School and Music
College

A Levels:

Further Mathematics: A*, Mathematics: A*, Music Technology: A, Physics: A*

GCSEs:

Biology: A*, Chemistry: A*, English Language: A*, English Literature: A*, Food and Nutrition: B, German: A*, Graphics: A*, Mathematics: A*, Music: A*, Physics: A*, Religious Studies: A

Other:

- OCR National in IT: 2x Distinction (equivalent to A*, A at GCSE)
- Free Standing Mathematics Qualification in Additional Mathematics: A

Work Experience

September 2017-present
Remote

Full Stack Software Engineer at Moju Technology Limited

- Solo engineer in charge of full software infrastructure which provides a SaaS web application to paying customers
- Actively add new front-end features requested by customers
- Learned all relevant technologies independently (Flask, RabbitMQ, React, Redux, MongoDB, PostgreSQL and ElasticSearch)
- Created a high performance message-passing system to perform millions of web requests daily, necessary to keep our large database up-to-date

Volunteering

August 2014
Ricoh Arena, Coventry

Exhibition Crew Volunteer at Insomnia Gaming Festival 52 (2 days)

- Assisted game developers at Indie stall
- Welcomed hundreds of members of general public at venue entrance and helped with any queries
- Worked alongside other volunteers to run ongoing Minecraft tournaments
- Represented a large company (Multiplay UK)

January 2014 – April 2014
University of Warwick, Coventry

University Computing Society Gaming Officer

- Ran a weekly 12-hour gaming session with two other exec members
- Set up a number of consoles and computers for society members and supervised any equipment they brought themselves
- Organised a friendly tournament each week and encouraged everyone to take part

Interests

Of course, one of my main hobbies has always been playing video games. The main games I currently play are Overwatch and DotA 2, but I have previously invested a lot of time in Minecraft, Team Fortress 2 and Trackmania, all of which I have designed levels/maps for. When RollerCoaster Tycoon 3 was popular, I released several custom scenery packs i.e. simple 3D textured models that other people could import into their levels. I also spend time programming and am currently learning Rust and Unreal Engine.

I am an amateur musician, self-taught in keyboard and drums, and currently having guitar lessons. I actively learn or write music in my free time, and would one day like to produce an album. I played at numerous concerts at secondary school - three of which were after I had left - and have played guitar live on a local radio station. I would certainly be interested in any audio or music related roles within game development.

I am a 4th kyu (orange belt) in Aikido and I attend classes weekly at a nearby club. Aikido is a broad martial art and it comes with a great deal of learning and problem solving, which makes it very enjoyable in a non-violent atmosphere.

References

References available on request.