

Taylor Calderone

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SUMMARY OF SKILLS

Platforms: Windows, OSX, iOS, Ubuntu

Programming Languages: Javascript, CSS, HTML, Vegas Script

Tools: Sony Vegas, Logic Pro, Audacity, Photoshop, Crestron Toolbox, Crestron SIMPL, Plaintext web programming, Wineskin, Virtualbox, MS Office

PROFESSIONAL AV Specialist & Technical Analyst: 2014-2017

EXPERIENCE Harvey Mudd College

- Programmed upgrades for and maintained a 34 room Crestron AV system
- Programmed upgrades for and maintained an 8 room Biamp Tesira AV system
- Performed upgrades and maintenance for older analog AV systems
- Managed AV contractors for hardware installation and event support
- Represented the AV department in planning for campuswide events
- Frequently worked in the campus' AV booth in a leadership role for live events
- Calm event support in potentially high-stress situations
- Set up and managed sound systems, mixers, mics, and projectors at live events
- Recorded live events as a cameraman. Wide and medium group shots
- Single and multicamera video editing. Projects ranging from 3-110 minutes
- Prepared large sets of recordings in Sony Vegas using C# and Java automation
- Repaired badly damaged audio for delivery to clients
- Represented the AV department in supporting hearing impaired students
- Developed software tools and automation for the IT and HR departments
- Worked in the IT department web design team, became team lead in 2016
- Ran the IT helpdesk for up to 12 hours per week
- Solved walk-up problems, entered complex issues into ticket system for later
- Minor and serious system repair, data recovery, creating and deploying images
- Acted as liason between users and non-helpdesk IT staff

Independent Game Developer: 2013

- Programmed and designed a large-scale web browser game
- Javascript, CSS, & HTML, coded for multiple browser support

Game Designer & Music Producer: 2008 - 2013

Bovinedragon Software (while attending college)

- Designed for and shipped three iOS games to online stores worldwide
- Responsible for all non-programming duties as of Jan. 2012
- Produced all concept art, sprites, original music, and sound effects
- Designed and implemented levels using proprietary software and code

EDUCATION

CSU Long Beach

- Bachelor's Degree in Music Composition: Completed 2012

CompTIA A+

- Verification Code 912CJ0WD6PV1K520: Completed 2013, now expired

ADDITIONAL

- Multicamera video editing sample: <http://bit.ly/2kYzBo3>
- 2013 independent game: <http://bit.ly/1n7AMhY>
- Game Developer App Store page: <http://bit.ly/ZLixEX>
- Music Producer portfolio: <http://bit.ly/1xTWycE>