Taylor Burgess

tayloraburgess@gmail.com
Blog - GitHub - LinkedIn

Freelance Work

Oxford-Downing LLC Encryption (2016-2017; NYC)

Encrypted PDF file-sharing app prototype. I refactored a frontend runtime-compiling Python interpreter system for speed and more efficient debugging. I also implemented a custom UI, built a permission layer system, and oversaw a deployment strategy.
Tools: Django, SQLite, Angular.js, PyPy.js

Carbon6Rings (2016-2017; NYC)

Small-business ring vendor, hosted on Shopify. I provided design guidance, optimized script & content delivery, implemented technical improvements to improve conversion rates based on user trends, and wrote custom UI elements.
Tools: HTML5, CSS3, ES5, Closure Compiler, Google Analytics

Personal Projects

state-snake (GitHub / Demo)

Implementation of the classic arcade game. I built this primarily as a challenge to write modular, maintainable JavaScript without the help of frameworks (excluding standard backend Node.js APIs for serving files). Stores game data in a state module with history.
Tools: Node.js, ES6, Babel, Rollup, Canvas

fielding-chat (GitHub / Demo)

Small RESTful client-agnostic chat API. Represents user, message, and log data, and handles requests to manipulate those representations. I designed this to hone my understanding of REST principles and practice writing thorough automated tests and clear API documentation.
Tools: Node.js, Express.js, MongoDB, ES6, Babel, Mocha, Chai, jsdox

rc-niceties (GitHub / Live)

Collaborative project I built for the Recurse Center staff. Allows retreat participants to send end-of-program notes to each other. Caches user-submitted data client-side to prevent data loss from failed requests, formats print media, and includes a custom UI for administration tools.
Tools: Flask, PostgreSQL, ES6, React.js

Woog (GitHub)

Recurse Center project I collaborated on. Client-side app that emulates the architecture of classic modular synthesizers (specifically, the Polymoog), adapted into a rough MVC architecture, processing MIDI input. Also includes a custom Python script, included in the repository, for converting WAV audio to JS-friendly data (primarily for impulse responses).
Tools: Python 3, JS, Web Audio API, Flow

Education

Recurse Center (2016; NYC)

12-week educational retreat for programmers from around the world. I worked on numerous projects I found interesting (several on this page), mostly while pairing, across multiple stacks.

Samford University (2010-2014; Birmingham, AL)

B.A. English (Creative Writing), Summa Cum Laude (4.0 GPA)

Skills

HTML5, CSS3
JavaScript (<= ES6)
React.js
Node.js, Express.js
Mocha
Python 2 & 3
Django, Flask
PostgreSQL, MySQL
MongoDB
Git
Vim

Other Experience

Guitarist, Engineer, Promoter (Etc) - Press (2014-2016; Asheville, NC)

I toured ~15 states as an independent musician, playing ~100 shows. I also provided freelance audio engineering & mixing services for independent clients.