Conor Taylor

Folkskolegatan 22C

11735 Stockholm

Sweden

conor@taylor.sh

(+46) 73 0924109

taylorconor.com

github.com/taylorconor

EXPERIENCE

Spotify
Senior Software Engineer

May 2016 - present
Stockholm, Sweden

Java and C++ engineer, working on highly scalable Java backend services with over 150M active users, along with C++ client development. I work on architecting, implementing and maintaining lots of critical Spotify features, including the backend and client for Spotify Connect, the backend for the Web Player, Spotify for Google Home, Spotify on Sonos, and the Spotify desktop clients for macOS, Windows and Linux.

Promoted to Senior Software Engineer in June 2018.

Bloomberg
Software Engineer Intern

May 2015 - August 2015
London, U.K.

Intern backend C++ developer in the Electronic Trade Order Management Systems team. I worked on a research project focused on reducing latency involved in high-frequency trade operations for all Bloomberg Terminal traders.

Hunite
Software Engineer

May 2014 - February 2015
Amsterdam, Netherlands

Airline timetable scheduling software. I worked on the iOS and Android clients, the site backend and database, and the API used to interface with the rest of the Hunite ecosystem. I also wrote web scrapers and parsers for data mining purposes, to extract and interpret complex roster sheets.

EDUCATION

Trinity College Dublin
Dublin, Ireland

BA (Mod), Computer Science, May 2016
First Class Honours

SKILLS

Languages: C++, Java, C, Objective C, Python, PHP.
Applications: Git, Docker, GCP.
Operating Systems: Linux, macOS, Windows, iOS.

OTHER PROJECTS

Speaker at CoDe-conf Copenhagen 2018 (upcoming). code-conf.com/2018/cph.
p2psc C++ library for P2P sockets using TCP hole punching.
Adaptive load balancing framework for testing load balancing algorithms in HAProxy.