

Conor Taylor

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EXPERIENCE

Google

April 2019 - present

Software Engineer

Zurich, Switzerland & Stockholm, Sweden

Working on Google's core data privacy infrastructure. Mainly backend C++ development.

Spotify

May 2016 - March 2019

Software Engineer

Stockholm, Sweden

Java and C++ engineer, working on highly scalable Java backend services with over 200M active users, along with C++ client development. I worked 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.

Bloomberg

May 2015 - August 2015

Software Engineer Intern

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.

EDUCATION

Trinity College Dublin

BA (Mod), Computer Science, May 2016

Dublin, Ireland

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. code-conf.com/2018/cph.

p2psc C++ library for P2P sockets using TCP hole punching.