

Taylor McKinney

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Education

2008-2013 **Bachelor of Science in Computer Science**, *The University of Texas*, Austin.

Computer Skills

Programming Languages

Very Familiar C, C++, JAVA, PYTHON

Familiar HTML, CSS, JAVASCRIPT, XML, LISP, C#, SQL

Libraries and Tools

Familiar DJANGO, LATEX, ANENGINE, BOOTSTRAP, OGRE3D, BULLET, UNITY3D

Projects

Racquet

Designed a 3D game using Ogre3D, Bullet Physics Library, and RakNet networking library

Motion Capture Viewer

Created a viewer to display BVH data in real time

Model Viewer

Implemented a 3D object viewer to view 3D OBJ objects

Paddletronic Duel

Developed AI system for computer opponents

World Crises Database

Created a website using DJANGO and BOOTSTRAP for a public database for world crises