TAYLOR NEWMAN

Passionate computer science professional with
a background in AI and research experience.

Experience

Graduate Teaching Assistant
University of North Carolina at Charlotte
Charlotte, NC   *2022*
-Assisting in grading of graduate level student work
-Assisting students with questions regarding the course
-Addressing group work challenges
-Investigating academic integrity violations
-Average of 20 hours per week in addition to a full time course load

Undergraduate Teaching Assistant
University of North Carolina at Charlotte
Charlotte, NC   *2021*
-Assisted Professor with grading student work and helping students
 with questions about the course
-Worked through challenges students encountered in group work
-Average of 20 hours per week in addition to a full time course load

Research Assistant
University of North Carolina at Charlotte
Charlotte, NC   *Summer 2021*
-Assisted in creating a VR related educational experience under
 supervision of a faculty member that led to a published paper
-Self-guided schedule required time management

Education

University of North Carolina at Charlotte
M.S. Computer Science
Expected Graduation Date: August 2022
GPA: 3.8

B.S. Computer Science
Graduation Date: December 2021
GPA: 3.7

Campbell University
B.B.A Business Administration
Graduation Date: August 2019

Relevant Coursework
Undergraduate Work: Software Engineering, Undergrad Research
Graduate Work: Applied Machine Learning, Intelligent Systems, Big Data Analytics,
Data Structures and Algorithms

Personal

Phone
(252)-943-1747

Email
taylorfaye96@gmail.com

LinkedIn
linkedin.com/in/taylor-newman

Technical Skills

Pandas
Numpy
CommandLine
Git
Data Preprocessing
Data Manipulation
Jupyter Notebook & Google Colab
Docker
Unity

Languages

Python
Java
C#
HTML

Projects

GitHub
github.com/taylornewman96

Research Publication
Link to Paper

List of Work
Plavana VR research project
Revenge Video Game
Trapped Video Game
Detecting Hate Speech Using NLP

*In addition to the other works listed, this
resume has also been coded and was generated
in python. The source code can be found on my
github.