

# TAYLOR WOOD

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<https://github.com/taywood0011> | Portfolio: <https://taywood0011.github.io/portfolio-Update/>

## SUMMARY

Full Stack Web Developer with a passion for learning and creating creative, useful and skillfully designed apps. Self-taught in everything from k-12 education, music, writing, and the coding basics I learned before attending the Georgia Tech Full Stack Coding Cohort. I am driven, passionate, creative, a puzzle solver, and have an insatiable desire to learn and improve in everything I set my mind to.

## TECHNICAL SKILLS

Node.js	Express	JavaScript	jQuery	MongoDb	MySQL	Command Line
GIT	HTML	CSS	Media Queries	Bootstrap	ApI's	

## PROJECTS

Full Stack Attack	<a href="https://github.com/tymathena/Full-Stack-Attack">https://github.com/tymathena/Full-Stack-Attack</a>	<a href="https://serene-sea-50186.herokuapp.com/">https://serene-sea-50186.herokuapp.com/</a>
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Our instructors informed us early on that building games was an excellent way to hone your programming skills, as they introduce issues or concepts you do not have to deal with in other forms of programming. Full Stack Attack gave us a way to exercise those skills in building a turn-based strategy game, themed around our common experience of tackling a full stack bootcamp.

My core responsibility in this project was developing the combat system, character stats, and balancing the game to ensure it was neither impossible, nor too easy.

In this project we utilized JavaScript, Bootstrap, jQuery, Node.js, Express.js, Sequelize, MySQL, and Anime.js.

SoundCheck	<a href="https://github.com/abusch419/PurpleTeam-Project1">https://github.com/abusch419/PurpleTeam-Project1</a>	<a href="https://abusch419.github.io/PurpleTeam-Project1/">https://abusch419.github.io/PurpleTeam-Project1/</a>
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In this project we utilized the Bands In Town, and Spotify Api's to build an app that allows users to look up any touring artist, see a list of all of their upcoming shows, and generate a randomized playlist of the full lineup of the show, which would save to the users spotify account.

In this project, pair programming was the name of the game, as navigating the Api's, and allowing them to work together properly took a lot of research and debugging, so it was a true group effort all around.

Trivia Game	<a href="https://github.com/taywood0011/TriviaGame">https://github.com/taywood0011/TriviaGame</a>	<a href="https://taywood0011.github.io/TriviaGame/">https://taywood0011.github.io/TriviaGame/</a>
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A simple trivia game in which the user has a limited time to answer a short series of trivial question. This was a particularly fun project, as it was my first attempt at dynamically generated content, basic animation, and timers.

The open-ended nature of this project allowed me a lot of creativity to try and tinker with new aspects of the technologies we had been working with, and to add a lot of personal expression and flare to the final product.

## EDUCATION

**Bootcamp Certificate:** Georgia Tech Global Learning Center, Atlanta, 84 5<sup>th</sup> st NW.

A 12-week intensive program focused on gaining technical programming skills in HTML5, CSS3, JavaScript, jQuery, Bootstrap, Node Js, MySQL, MongoDB, Express, Handelbars.js & ReactJS.

**Auburn University at Montgomery:** 24 Credit Hours

**Georgia Southwestern State University:** 6 Credit Hours