Taylor Milliman

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Education

Bucknell University, Lewisburg, PA   Expected
                                                                                                      May 2018
- GPA: 3.87/4.00
- B.S. Chemical Engineering, B.A Computer Science
- Dean's List, 2014-present

Experience

Braintree   Summer 2017
Incoming Software Engineering Intern
- Hired to work as a full-time member

Bucknell University   2016-present
Research Assistant, Computer Modeling of Solid Oxide Fuel Cells (SOFC)
- Contributed to the development of a model that accurately predicts the performance of a SOFC anode
- Implemented an average path length algorithm based on a breath-first search approach using FORTRAN in order to gain insight on path tortuosity for different phases in SOFC

Bucknell University Teaching and Learning Center   2016-present
Study Group Leader/Tutor
- Nominated by Faculty to facilitate weekly study groups in Algorithms and Data Structures, Physics, and Analytical Chemistry
- Tutored students earning a D or F in Chemistry and Calculus and helped them to succeed in the class

Projects

Global Temperature Visualization, *twmilli.github.io/Heat_Map_Vis*   August 2016
- Graph of the average global land-surface temperature from 1753-2015 sorted by month using the D3.js library

Rogue Game, *twmilli.github.io/reactRogueGame*   July 2016
- Developed with JavaScript, HTML/CSS and React.js
- Utilized ES2015 and Babel in order to have a more clear object-oriented design

Simon® Remake, *twmilli.github.io/simon*   June 2016
- Fully functional web-based version of the game Simon built using pure JavaScript and HTML/CSS

Real-Time Zombie Action Game, *github.com/twmilli/Zombie-Game*   April 2016
- Collaborated in a team of 4 using java, an extremely object-oriented approach and following AGILE/SCRUM methodology
- Ability to upgrade a variety of weapons, each with a unique sound and sprite animation

Languages

Skilled: Java, JavaScript, HTML/CSS

Familiar: Python, C, MATLAB, SQL, FORTRAN, MIPS

Technologies: React, Redux, Immutable, Node.js, Webpack, D3.js, Babel, Android Studio, Git