

RYAN TAYLOR

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PROFILE

I am a passionate software developer with experience in end-to-end full-stack development, low-level computer systems, database systems, and algorithms. I really enjoy exploring the world of computers and I'm always excited to take on a new challenge that will push my current level of understanding.

LANGUAGES, FRAMEWORKS, AND CONCEPTS

Java, Python, JavaScript, Groovy, C, PostgreSQL, SQL, Vue, YAML, XML, HTML, CSS

Nginx, Git, Jira, Spring, Swagger, React, Node.js, MongoDB, MariaDB, Postman

Web Development, Computer Systems, Object Oriented Design, Algorithms, Database Systems, Computer Vision

RELEVANT WORK EXPERIENCE

Software Development Intern – *Bellingham, WA | Dealer Information Systems Corporation* **June 2019 – Present**

- Developed a series of REST API routes and contributed to a Middle Tier that allowed access to dealer-specific data stored in a PostgreSQL database.
- Made data accessible to authenticated users externally through documentation built with Swagger and YAML.
- Created web interfaces using Vue and TypeScript for dealers to integrate and configure third-party systems.
- Introduced and updated various models and responses in the Middle Tier to expose new data and simplify communication by clarifying model properties and creating a more RESTful data contract.
- Introduced automated testing for newly added features using Groovy and Postman.

PROJECTS

jatas.org – Personal Project

- Personal self-hosted website built on Ubuntu Server, Nginx, and MariaDB using HTML, CSS, and JavaScript.
- This is an ever-changing website that is used as a digital resume and portfolio.

Graduate Program Monitor – Capstone Project

- A website built for WWU's Computer Science graduate program using Nginx, MongoDB, and Mongoose with HTML, CSS, React, Node.js, and JavaScript.
- This website acts as a FAQ page for students as well as a database interface for administrators and advisors to track student progress.

EDUCATION

Western Washington University
Bachelor's of Science in Computer Science

Fall 2020
GPA: 3.50

NOTABLE ACADEMIC WORK

Depth Map Recovery

- Developed a program to recover a rough depth map of a scene using a two-view plane sweep stereo algorithm implemented using Python, NumPy, and OpenCV with a focus on image processing efficiency.

MicroShell

- Created a small-scale shell capable of pipes, embedded commands, signal-handling, and environment variables that was developed using C and Git.

SURLY

- Deepened my understanding of relational databases by implementing a single-user relational database system in Java capable of executing basic commands (select, where, join, delete, etc).