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**Daniel Taylor** Huntsville AL 35802  
804-712-5686  
<http://djtaylor.me>

Education -----

**George Mason University**  
Graduated B.S. in Mathematics  
Dec 2018 Extracurricular activities included: fluid simulation, video processing, and computational origami.

**Appomattox Regional Governor's School for the Arts and Technology**  
Sep 2010 - Focus in Technology  
Apr 2014 Extracurricular activities included: iris tracking, path tracing for light simulation, and video game tech demos.

Employment -----

**Self employed** Huntsville, AL  
Mar 2021 - Programmer  
Present I started work on building a software business. I did a long R&D project centered around real-time video processing.

**Metron Inc.** Reston, VA  
Mar 2019 - Junior Programmer  
Mar 2021 I worked on a project that did motion, sensor, and Monte Carlo simulations for object tracking. I mostly worked on the surrounding code: the UI, the 3D graphics, and runtime speedups of the algorithms.

**George Mason University** Fairfax, VA  
Jan 2018 - Mathematics Tutor  
Mar 2019 Tutored GMU undergraduate students at the school-sponsored tutoring center. Worked with all skill levels, from Pre-Cal through Complex Analysis courses, along with physics and computer science classes.

**Bublup** Rosslyn, VA  
Apr 2018 - QA Tester  
Aug 2018 Initially did QA testing for a startup. I wrote useragent scripts to help increase my team's efficiency. My role expanded to writing and managing QA web UI and SQL databases.

**SC3** Alexandria, VA  
May 2016 - Application Programmer Intern  
Aug 2018 Hired as a graphic design intern but volunteered to develop a nicer web UI that interfaced with the company's shift scheduling system. This project ended up failing in the final weeks due to timing miscommunications but I salvaged it by making a series of small programs and scripts that the CFO ran once a month to send out mass emails to the contractors.

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### Additional Experience

- Programming languages:
  - Most proficient in C, Java, Python, C++
  - Familiarity in Javascript, HTML/CSS, C#
  - Passing familiarity with most other mainstream languages
- Experience with popular graphics APIs, like CUDA, OpenCV, OpenGL, GLSL
- Source control software like git, software methodologies like Agile, popular IDEs like Visual Studio and Eclipse
- Many personal projects, like a code editor, media players, simulations, and an extensive video processing project.  
For my portfolio, visit my website at <http://djtaylor.me/portfolio/>

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