

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, computational origami.

Appomattox Regional Governor's School for the Arts and Technology  
Sep 2010 - Focus in Technology  
Apr 2018 Extracurricular activities included: iris tracking, path tracing for light simulation, and video game tech demos.

----- Employment -----

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

George Mason University  
Jan 2018 - Mathematics Tutor Fairfax, VA  
Mar 2019 Taught 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  
Apr 2018 - QA Tester Rosslyn, VA  
Aug 2018 Did QA testing, but also wrote software for the QA team and managed some of the testing SQL databases.

SC3  
May 2017 - Application Programmer Intern Alexandria, VA  
Aug 2018 Built a system for managing shift calendars, and software for calculating pay and emailing invoices to contractors.

SC3  
Apr 2016 - Graphics Design Intern Alexandria, VA  
Aug 2016 Created promotional and internal material for the company. Also designed graphics for winning proposals for US Capitol Police.

Little Caesars LLC  
2012-2016 Crew member Hopewell, VA

### Additional Experience

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- Programming languages:
    - Most proficient in C, C++ (pre-C++14), Java, Python
    - 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
  - Many personal projects: a code editor, media players, physics simulations, an extensive video processing project