

Taylor Thurlow

<https://thurlow.io>

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Employment	<p><i>Software Engineer</i> at Bay Photo (May 2019 to Present) Build and maintain external and internal software used to facilitate the sale and manufacture of printable media. Focused on a Ruby on Rails back-end.</p> <p><i>Developer</i> at Beesbot (October 2016 to May 2019) Provide web development and design as part of a consulting team, developing and customizing software for a diverse set of clients. As a part of the very small development team, we designed and built Ruby on Rails web applications, using technologies like Minitest/RSpec, Elasticsearch, and Fluentd.</p> <p><i>Developer</i> at Thurlow Media (March 2017 to May 2019) Perform web development and design tasks as a freelance consulting developer - notably, for one company based in the Netherlands. My main client was Bay Photo, where I eventually became an employee.</p> <p><i>Advanced Repair Agent</i> at Geek Squad (October 2012 to August 2016) Perform computer diagnostic and repair services. Developed skills in time management, customer relationship management, and problem assessment.</p>
Education	<p>CALIFORNIA POLYTECHNIC UNIVERSITY - POMONA Bachelor of Science in Computer Science, Graduated in 2018 Completed courses including Artificial Intelligence, Machine Learning, Programming Languages, and Computer Architecture.</p>
Projects	<p><i>panda-motd</i> github.com/taylorthurlow/panda-motd A utility for generating a more useful MOTD on Linux systems.</p> <ul style="list-style-type: none">• Built with Ruby and the MIT open-source license• Built to fulfill a personal software need, but also to familiarize myself with the open-source contribution process, reviewing, accepting, and merging pull requests <p><i>thicket</i> github.com/taylorthurlow/thicket A git log wrapper which displays a git log graph in a more useful and pleasing format.</p> <ul style="list-style-type: none">• Written in Crystal (the single-sentence pitch is that it's "compiled Ruby") <p><i>rubygame</i> github.com/taylorthurlow/rubygame A proof-of-concept top-down 2D game/engine built on the Gosu library</p> <ul style="list-style-type: none">• An exercise in game development and design patterns as well as object-oriented Ruby in general (need to keep non-Rails Ruby skills honed)