

# Daniel Taylor

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## EXPERIENCE

### **Spartan Solutions Ltd, Glasgow — Software Engineer**

October 2018 - July 2020

In my role, I was responsible for several duties with my main tasks including designing, implementing and updating features for Spartans flagship operations application, PHALANX. During my time at the company, I also interacted with various clients, working in a support role and updating custom requested features to better meet their business requirements.

My knowledge of working with the React framework on personal projects allowed me to work on their new predictive maintenance software, PROPHEX. My role in this project saw me work alongside the software architect and lead developer, implementing new features and helping set up data for potential client showcases.

### **Solus UK Ltd, Glasgow — Unity Developer**

August 2016 - October 2018

When I started my role at Solus I was placed in charge of several existing mobile applications to fix bugs, implement and improve features and games and work on optimising these applications. Later I was placed in a lead role in developing the company's new children's library application to deliver a more feature-rich experience to libraries and their patrons.

In my time there, I worked on improving the organisation and development process between different departments. I was also involved in taking part in regular development meetings with our reseller based in the US and interacting with customers during the pilot phase of the application's launch in the US.

## PROJECTS

### **PHALANX — Spartan Solutions Ltd**

PHALANX is an integrated operations software application that combines RFID/barcode technology, operational mobility with the use of smartphones and tablets, and integration with back-office systems on a single software platform. PHALANX contains many processes to help employees carry out their work in a more streamlined and efficient manner and help reduce businesses use of paper.

Whilst working on PHALANX, I worked with several programming languages and frameworks. Including C#, JavaScript, React, jQuery and

## EDUCATION

### **Computer Games Development 1st Class BSc (Hons), the University of the West of Scotland**

September 2012 - June 2016

## SKILLS

- JavaScript
- C#
- HTML5/CSS
- React
- Gatsby
- Bootstrap
- Unity

## AWARDS

### **UWS Court Medal**

Achieved by getting the highest academic results in my course across all four university campuses.

### **Best Computer Games Development Project**

Awarded whilst attending the Digital Futures showcase at university, having been voted by students and attendees as having the best project in this category.

### **Digital Futures Attendee Choice Award**

Awarded at the Digital Futures showcase at university for having the highest voted project from all the different courses on show at the event.

ASP.Net.

### **Planet Library — *Solus UK Ltd***

Planet Library was my main responsibility while working at Solus UK Ltd. It was being developed as a child-focused version of Solus' flagship library application. Features of the application include searching and reserving physical and electronic content. Other library features include a digital library card, view return dates and view upcoming events.

To help drive regular foot traffic to the libraries. The application features an augmented reality character hunt. Which allows users to catch over 100 characters that gains them tokens to unlock games.

### **IBD Classes — *Solus UK Ltd***

Developed on behalf of the Catherine McEwan Foundation. The IBD Classes application assists clinicians with diagnosing paediatric inflammatory bowel disease. To achieve this, clinicians will ask patients between 6 - 23 questions. With the results, supplying a potential diagnosis based on the patient's symptoms.

### **Comic Manager — *Personal***

An application created with jQuery, and Apache Cordova that integrates with the Google Books API. To allow users to scan barcodes of comic books, retrieve the information of the book, then allow them to set the book's location in their storage system before saving it to a local database.