

Taylor Flynn

FULLSTACK DEVELOPER · SOFTWARE ENGINEER

Los Angeles CA, 90038

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Objective Summary

Full-Stack Engineer with a proven track record of delivering performant, scalable, and user-focused solutions across Web Development, E-commerce, and Gaming. Proficient in modern Frontend technologies like TypeScript, React, and Next.js, as well as Backend tools such as Node.js, PostgreSQL, and MongoDB. Adept at crafting intuitive user experiences, integrating APIs, optimizing systems and solving niche use cases, I am eager to leverage my diverse skill set to tackle complex technical challenges, drive innovation, and collaborate within an adaptive and forward-thinking team.

Stack

Frontend: TypeScript · JavaScript · React · NextJS · Framer Motion · Styled Components · Redux · HTML · SCSS · Liquid · WebSockets

Backend: PostgreSQL · Node.JS · MongoDB · CMS Development · Serverless lambdas · Database Migrations · C++

Supplemental: Git · CI/CD · Slack · Sanity · Strapi · Shopify · Stripe · Figma · Klaviyo · Adobe Suite · Unreal Engine 5 · Maya · Fusion360

Professional Experience

Lead Developer

FAM - DESIGN AGENCY

Los Angeles

March. 2022 - Current

- Authoring dynamic and cohesive frontend components from designs to optimize UI/UX With dynamic network load times in mind.
- Scoping, prioritizing, and delegating development tasks to team members effectively.
- Architecting technical decisions for internal and external development projects.
- Leading all technical communications with clients and internal department leads.
- Structuring project stack implementation, frameworks, and dependencies.
- Implementing scalable and optimized backends for growing applications.
- Connecting external software API integrations with custom solutions.

Software Engineer

FREELANCE

Remote

November. 2017 - March. 2022

- Worked across disciplines, in Ecommerce, Web Development, and Games, utilizing multiple frameworks, languages, and technologies.
- Developed complex niche solutions such as, dynamic PDF generation, custom 2FA SMS authentication, CMS-driven SEO optimizations.
- Managed complex integrations with third-party APIs and services to ensure seamless user experiences.
- Composed quality, maintainable, and modular code with a strong emphasis on readability and separation of concerns.
- Refactored commonly used vector math algorithms to reduce runtime calculation times.
- Effectively communicated with teams and clients to provide technical clarity.

Lead 3D Modeler, Stem Instructor

BRAINSTORM STEM. EDUCATION

Irvine CA

October. 2019 March. 2020

- Established and enforced software design patterns and best practices to reduce duplication and improve maintainability.
- Collaborated on foundational development for a Game-Maker bootcamp, utilizing gaming and design as an education tool.
- Implemented education assessment and revision standards for 3D modeling, printing and scripting by education level.
- Lead the development and design of 3D projects and products, for both in-house and instructor practices.
- Taught introduction to python scripting and 3D modeling fundamentals.

Education

Bachelors In Computer Science

THE ART INSTITUTE OF CALIFORNIA - ORANGE COUNTY

Costa-Mesa

Game Art and Design