

**CONRAD W. TAYLOR**  
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**OBJECTIVE:** To obtain a software engineering opportunity using one or more of the following technologies: Ruby, Smalltalk, Objective-C, Java, C++, and Python. Also, I would be interested in working in the areas of OOA/OOD, web, artificial intelligence (AI), iPhone, or other next generation and emerging technologies.

**EDUCATION:** **University of Illinois at Chicago**  
Bachelor of Science: Mathematics and Computer Science  
Date of Graduation: July, 1996

**TRAINING:** **Pragmatic Studio, Inc.**  
Advanced Ruby Training  
Dates: 03/09/2009 – 03/11/2009

Ruby on Rails Training  
Dates: 10/09/2006 – 10/11/2006

**Rational Software, Inc.**  
Rational Unified Process Overview  
Dates: 09/13/99 – 09/14/99

Introduction to Rational Rose 98i  
Dates: 09/10/99

Object-Oriented Analysis and Design using UML with C++  
Dates: 09/07/99 – 09/08/99 and 09/09/99

**Iona Technologies, Inc.**  
CORBA and Java: Building Distributed Applications with OrbixWeb  
Dates: 09/22/97 - 09/26/97

**Project Technology, Inc.**  
Shlaer-Mellor Method: Recursive Design  
Dates: 10/16/95 - 10/19/95

Shlaer-Mellor Method: Object Oriented Analysis  
Dates: 09/18/95 - 09/22/95

**EMPLOYMENT:**

- 09/2009 – Present      **Artificial Minds, Inc., Las Vegas, NV - Freelance**  
Senior Software Engineer
- Technologies:** Smalltalk, Gemstone/S, Seaside, JavaScript, jQuery, CSS, Haml, Erlang, Google Wave, Memcached, Ruby on Rails, Maglev, Git, Mac OS X
- Designing, implementing, and testing features for a proprietary social networking web site.
- 08/2009 – 09/2009      **2X Helix Design LLC, Los Angeles, CA – Contract**  
Web Developer
- Technologies:** Ruby on Rails, PHP, Haml, HTML, Javascript, CSS, MySQL, Subversion, Mac OS X
- Assisted in the implementation of features for a television program's website. This included updating the relevant CSS and Haml for the front-end as well as modifying the Ruby code and MySQL database schema on the back-end.
- 10/2007 – 05/2009      **Web Production Group, Las Vegas, NV – Contract**  
Senior Software Developer
- Technologies:** PHP, Smalltalk, Java, Seaside, Ruby on Rails, HTML, Haml, jQuery, MySQL, Git, Mac OS X
- Assisted in the design, implementation, and testing of an internal content management system (CMS). Also, researched the use of existing and emerging streaming technologies and provided web support through e-mail and maintained frequently asked questions (FAQ) list.
- 10/2006 – Present      **XES Entertainment, Boston, MA – Freelance**  
Senior Web Developer
- Technologies:** HTML, PHP, Ruby on Rails, Smalltalk, Seaside, Javascript, MySQL, Git, Mac OS X
- Assisting in the design, implementation, and testing of several entertainment web sites for an online film production company. Also, researched the use of emerging streaming technologies and created proprietary software components.
- 04/2007 – 05/2007      **Epoch, Santa Monica, CA – Short Term**  
Senior Web Developer
- Technologies:** HTML, PHP, Ruby on Rails, MySQL, JQuery, Javascript, LDAP, Subversion, Mac OS X, Linux

- Developed APIs in the Ruby and Java programming languages for interfacing with an external web service for processing debit card transactions. Also, converted a PHP web application into Rails to manage user account information and created a Rails application to auto generate client e-mails which contained their account specific information.

09/2007 – 02/2008  
09/2005 – 12/2006  
10/2004 – 06/2005

**Abacus Programming, Canoga Park, CA**  
**The Boeing Company, Huntington Beach, CA – Contract**  
Senior Software Engineer

**Technologies:** C++, STL, J2SE, Ada, RMI, PostgreSQL, IBM DB2, CORBA, Clearcase, Linux, Windows XP

- Assisted in the design, implementation, and unit and integration testing of the System-of-Systems Common Operating Environment (SOSCOE) system software for the Remote Method Invocation (RMI), Data Store, and Data Distribution services. Also, designed and implemented Ruby scripts for managing software packaging, deployment, and testing within the Linux development and formal qualification testing environments.

07/2005 – 09/2005

**Artificial Minds, Inc., Las Vegas, NV**  
**GetReel.Com, Hollywood, CA - Freelance**  
Web Developer

**Technologies:** HTML, PHP, Javascript, XML, QuickTime, MySQL, Dreamweaver, Subversion, Mac OS X

- Assisting in the design and implementation of an online asset management system used for preproduction and post-production.

06/2004 – 12/2004

**Artificial Minds, Inc., Las Vegas, NV**  
**Diversified Production Management, Los Angeles, CA - Freelance**  
Web Developer

**Technologies:** HTML, Smalltalk, PHP, MySQL, JavaScript, XML, Photoshop, Dreamweaver, Final Cut Pro, QuickTime, Motion, Compressor, Mac OS X, Windows XP

- Assisting in the design, implementation, and testing of several entertainment web sites for an LA film production company. Also, provided system administration support for the production systems and the web site hosting server as well as providing e-mail and telephone customer support for the users of the web sites.

09/2003 – 09/2004

**USSearch.com., Marina Del Rey, CA – Full Time**  
Analyst Developer

**Technologies:** HTML, Smalltalk, PHP, J2EE, JSP, XML, XSL, PERL, Oracle, Javascript, UML, Gemstone/J, Subversion, Linux, Windows XP

- Assisting in the design, implementation, and testing of vehicle identification number (VIN) and commercial credit harvesters for performing background checks. Also, designed and implemented both software prototypes and testing tools using VisualWorks Smalltalk.

11/2001 – 09/2003

**Artificial Minds, Inc., Las Vegas, NV**  
**Ultra Productions, Redondo Beach, CA – Freelance**  
Web Developer

**Technologies:** HTML, PHP, MySQL, Javascript, Dreamweaver, Photoshop, Final Cut Pro, QuickTime, Mac OS X

- Assisting in the design, implementation, and testing of an entertainment web site for an LA film production company. Also, performed video capturing and encoding for the web.

07/2001 – 11/2001

**Artificial Minds, Inc., Las Vegas, NV**  
**Ty Endicott Productions, Beverly Hills, CA - Freelance**  
Web Developer

**Technologies:** HTML, PHP, MySQL, Javascript, Dreamweaver, Photoshop, Mac OS X, Windows

- Assisting in the design, implementation, and testing of an entertainment web site for an LA film production company. Also, performed integration and stress testing of the web site using Rational Test to simulate user hits and documenting test cases and logging errors into the defect tracking system.

08/2000 – 04/2001

**Codexa Corporation, Pasadena, CA – Full Time**  
Software Engineer

**Technologies:** HTML, XML, J2EE, Gemstone/J, UML, C++, Subversion, Linux

- Designed, implemented, and tested a closed caption (CC) and e-mail harvesters for retrieving financial data from a closed caption data stream and e-mail source respectively. Also, assisted in the review of Java source code and UML design documents during the design and implementation phases of the project.

11/1999 – 08/2000

**Sharp Laboratories of America, Huntington Beach, CA – Contract**  
Software Engineer

**Technologies:** HTML, XML, J2SE, Smalltalk, CVS, Window NT

- Assisted in designed, implementation, and testing of the Digital Television Closed Captioning (DTVCC) and Digital Application Software Environment

(DASE) system. Also, designed and presented a practical Rational Unified Process (RUP) overview for the team members.

08/1999 – 11/1999

**Lante Corporation, San Francisco, CA – Full Time**  
Senior Consultant

**Technologies:** HTML, XML, Smalltalk, J2EE, UML, RUP, Linux

- Designed and implemented a configuration management policy that included using Rational Rose to design use cases and state diagrams. Also, designed and implemented a practical Smalltalk tutorial based on VisualWorks and Squeak Smalltalk.

05/1999 – 08/1999

**California Institute of Technology (LIGO Project), Pasadena, CA - Contract**  
Senior Software Engineer

**Technologies:** C++, Smalltalk, STL, Linux

- Assisted in the design, implementation, and testing of the Interferometer Gravitational-Wave Observatory (LIGO) project simulation engine to approximate light sources. Also, designed and implemented a software prototype of the LIGO simulation engine using Smalltalk.

04/1998 - 05/1999

**Walt Disney Feature Animation, Burbank, CA – Full Time**  
Software Engineer

**Technologies:** C++, J2SE, Rational DDTS, CORBA, SGI Irix, IBM AIX

- Assisted in the design, implementation, and support of the client side API called AXS which provided artists with the ability to save and retrieve their computer generated work products. Also, designed and implemented batch processor for storing and retrieving content as an enhancement for the backend service called ADAM.

03/1997 - 04/1998

**TASC, Incorporated, Reading, MA – Full Time**  
Member of Technical Staff  
Integration Lead

**Technologies:** C++, J2SE, RUP, UML, CORBA, Rational DDTS, Clearcase, SGI Irix, IBM AIX, Windows NT

- Assisted in the design, implementation, and unit and integration testing of the Domain Integration Toolkit (DIT) which allowed one to setup and run distributed object simulations. Also, designed and implemented a language neutral reusable software component which allowed the client application to communicate with the server side.

08/1995 - 03/1997

**Motorola, Inc., Land Mobile Products Sector, Schaumburg, IL – Full Time**  
Software Engineer

**Technologies:** C++, STL, Schlaer-Mellor Methodology, Rational DDTS, Clearcase, HPUX

- Designed and documented requirements and test plans for the Key Management Framework (KMF) I/O manager feature. Also, assisted in the porting of a C++ code generator to the HPUX platform that would convert the Schlaer-Mellor object models to optimized C++ code.

**REFERENCES:** Available upon request.