

Taylor A. Liss

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Work Experience

- Monster Worldwide Inc.** 5/2016 - Present
Associate Release Engineer
- Support more than 720 on-premise and 230 AWS Cloud build packages
 - Administer SCM and defect tracking systems
 - Setup and configure build and test environments
 - Troubleshoot build failures
 - Research, design and implement new technology and solutions to improve the SDLC process
 - Support Monster's internally developed deployment infrastructure during point releases and hotfixes
 - Document existing process and process changes
- Boston Chinatown Neighborhood Center** 7/2013 – 4/2016
Lead ESL Teacher
- Organized meetings and managed a team of teachers
 - Planned curriculum and taught English to adult second-language learners

Education

- Oregon State University Expected Graduation: Spring 2018
- B.S. Computer Science
- Boston University Graduated Spring 2013
- M. Ed. TESOL
- University of Massachusetts: Dartmouth Graduated Fall 2010
- B.A. History and Sociology – Anthropology

Technical Tools

Python, C++, Java, C#, HTML, CSS, JavaScript, jQuery, ASP.NET, Node.js, Handlebars, Express, Git, Github, Perforce, SQL, Jenkins, JIRA, Confluence, WMI, Android, Android Studio, Maven, XML, Assembly

Featured Projects

Spitter | Python, AWS, Twilio API, Twitter API, Java, Android, Android Studio

This was a team project for BostonHacks 2017. We created a service using the Twilio and Twitter APIs that would allow a user to subscribe to a Twitter feed to receive phonecalls that read any tweets made by that account. We developed a front-end Android app to make signing up for the service easier. The project was primarily written in Python and we hosted the project on an AWS EC2 instance using Flask and Elastic Beanstalk, with an S3 bucket for storage.

Hivestr | Java, Android, Android Studio, Satori API

This was a project done for AngelHack 2017. Our team created a messaging service in Android that allows you to talk with people around you, using GPS-enabled location-based filtering. Hivestr allows you to chat with people in your immediate vicinity about things you care about through the use of a unique "hive" system and utilizes the Satori API. Hivestr was runner up to the grand prize and won an award for best app to help veterans from Operation Code.

Twilight Imperium Combat Simulator | Android Studio, Java

This was a personal project done to practice my Android programming. I created an app that simulated interstellar combat for the board game *Twilight Imperium*. It took a designated number of ships and returned the likelihood of victory in combat.

Exercise App | HTML, CSS, JavaScript, MySQL, Node.js

This was a final project for my Web Development course at OSU. I created an app for users to log their exercises with by dynamically updating an SQL database through asynchronous calls to a Node.js server, based on interactions through a GUI.

ESOL Curriculum Framework Benchmark Browser | Python, SQL

This program was designed to assist teachers in the creation of their lesson plans. Teachers used it to quickly find and select state-required benchmarks through an interactive GUI coded in Python linked to an SQL database.

Monster HDD Checker | C#, ASP.NET, HTML, CSS, Perforce, Windows Management Instrumentation

This was a tool I developed for Monster's internal use to query our numerous build boxes and report statistics about their hard drives. I coded the application in C# using WMI for hardware queries and reported the results to Monster's internal ASP.NET website. The app was deployed through Perforce, our version control system.