

# 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

### **Quincy Public School System**

2003 - 2005

*IT Technician*

- Installed, maintained and repaired computers
- Deployed software updates and configured system permissions

## Education

Oregon State University

Expected Graduation: Fall 2019

- 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

## Skills Summary

Core Languages:	Python, C++, Java, C#
Web-Related:	HTML, CSS, JavaScript, ASP.NET, Node.js
Version Control:	Git, Perforce
Database:	SQL
Continuous Integration:	Jenkins, CruiseControl.NET
Other:	JIRA, Confluence, NuGet, WMI, Android, Spring

## Featured Projects

### **Twilight Imperium Combat Simulator**

*Resources used: 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**

*Resources used: 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**

*Resources used: Python, TkInter, 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**

*Resources used: 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.