# DAVID TAYLOR

**Rhuddlan, North Wales, UK**

T: +44 7427 676076
davidtaylor6130@gmail.com

github.com/davidtaylor6130
linkedin.com/in/davidtaylor6130
www.davidtaylor6130.co.uk

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## PROFILE

Coding is where I'm at my best—and even after thousands of hours, I still love the craft. I'm an experienced, delivery-focused C++ developer (Windows), resilient and calm, showing up daily to make compounding gains in code quality, performance and pipelines.

I learn unfamiliar codebases quickly, ship safe pragmatic fixes and harden them so they stick: driving team effectiveness and client outcomes. Outside work I keep building and learning—Unity, Unreal, Dear ImGui, from-scratch engine work, video editing, CAD, photography, 3D printing, homelabbing and self-hosted LLMs—feeding practical insights back into my day-to-day programming.

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## TECHNICAL SKILLS

- **Languages:** C++ (primary), Python, C#, TypeScript
- **Operating Systems:** Windows; Linux (low-level C++)
- **Graphics & Media (academic):** DirectX 11, OpenGL (fixed-function), SDL, FFmpeg
- **Version Control:** Git, GitHub, TortoiseSVN
- **Build/CI & Tracking:** Visual Studio, Jenkins, Jira
- **Hosting & Scripting:** Cloudflare Pages, PowerShell, Python

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## EDUCATION

**BSc (Hons) Computer Games Programming, First-class**
Staffordshire University, 2018 – 2021

Final Year Project — Self-Driving Car (TensorFlow): prototyped a perception-to-control pipeline to improve in-game racing competitors; explored model options, training and evaluation; documented trade-offs and failure cases.

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## RELEVANT WORK EXPERIENCE

### INSPIRED GAMING GROUP (July 2022 – now)

**Developer (internal promotion)**
Feb 2024 – Present  Remote/Hybrid (Manchester)

- Restored client services with rapid C++ hotfixes; followed with root-cause fixes to prevent recurrence.
- Cut asset load times ~50% in targeted modes by reading only required file sections (C++)
- Automated a 6-stage asset pipeline (CLI wrappers + error-handled scripts); processed ~11,800 assets in intermittent batches (~3 weeks continuous runtime end-to-end).
- Partnered with Test/QA to reproduce and resolve defects across client projects; reviewed changes in my domain.
- Stack: C++, TypeScript, CEF, Visual Studio, Git; PowerShell and Python for tooling.

**Junior Developer**
Jul 2022 – Feb 2024  Remote/Hybrid (Manchester)

- Bridged legacy and modern C++ codebases, reducing integration risk and enabling new features.
- Implemented and optimised features from client specifications; iterated forward quickly based on performance and quality feedback.
- Collaborated with the Graphics team to meet high visual standards for UI and FX.
- Worked with PM, Test/QA and Graphics; teams ranged from solo ownership to about five developers.

### STAFFORDSHIRE UNIVERSITY (Oct 2021 – Jun 2022)

**Part-time Lecturer**

- Taught core modules in C++, SDL, DirectX 11 and physics simulation; primarily first-year cohorts plus two second-year classes.
- Delivered lectures and labs; context-switched across languages/APIs hour-to-hour while keeping examples clear and practical.
- Built a weekend, cross-platform WYSIWYG website tool with Dear ImGui (macOS/Linux/Windows) to help students publish work.
- Teaching scope: 12 contact hrs/week (Mon, Tue, Thu, Fri — 3 hrs/day).
- Topics/Tools: C++, SDL, DirectX 11, physics simulation, Dear ImGui.

**PROJECTS**

- TaylorMadeCode (Unity Asset Store, C#): released Unity asset packs with live web demos to help developers evaluate quickly.
- Media tools (React + FFmpeg): browser-based Video/Photo/Audio converters that run FFmpeg client-side so users do not need local installs.
- RIFF File Viewer (Web): explored the RIFF format and built a viewer after gaps on macOS; strengthened systems and file-format understanding.
- AI projects: Local AI NAS (custom hardware/software, ongoing); completed AIs for self-driving car, tower defense, Flappy Bird and chess—built with varied algorithms (evolutionary, RL, search)