

JOSIAH TAYLOR

Software Engineer

Email: Josiahtaylr01@outlook.com

Location: Florida

Website: josiahtaylor.dev

LinkedIn: linkedin.com/in/siahtaylor

GitHub: github.com/nefariousjosiah

SUMMARY

Software engineer working in C/C++, JavaScript/TypeScript, and Python across physics simulation, real-time networking, and interactive 3D web applications. Built a physics engine from scratch (C++ core, JS/TS front end). Two software engineering internships shipping cross-platform C++ and automation tooling. Completing an MS in Computer Science (January 2027).

EDUCATION

Master of Science, Computer Science — Western Governors University

Expected January 2027

Bachelor of Science, Information Technology — Western Governors University

June 2026

PROJECTS

Marry Physics Engine (marry.dev)

2023 - Present

- Built a physics engine from scratch as a reusable library with a C++ simulation core and a JavaScript/TypeScript front end, implementing rigid body dynamics, collision detection, constraints and joints, and soft body/particle simulation.
- Defined the API boundary between the native C++ core and the JS/TS layer; showcases game-ready 3D models and live demos at marry.dev.

GPU Demo (gpudemo.com)

March 2026 - August 2026

- Designed and shipped a full web application that teaches how a GPU works and where it sits inside a PC, rendering an explorable 3D scene with Three.js/WebGL; deployed publicly at gpudemo.com.
- Modeled the PC's internals in interactive 3D so users can locate the graphics card and walk through how it processes work in real time.

C++ Networking Engine

December 2024

- Architected a client-server engine in C++ with a custom UDP protocol on ENet across distributed nodes.
- Implemented reliable real-time state sync tolerating packet loss and out-of-order delivery; tuned tick rate and client-side prediction to cut perceived latency.

PROFESSIONAL EXPERIENCE

Gallagher

IT Technical Support Engineer

March 2025 - Present

- Automated identity and access workflows across Azure Entra ID, Microsoft 365, and AWS IAM, replacing manual provisioning with scripted, policy-driven configuration.
- Cut new-hire account setup time by 50% and access provisioning turnaround by 45% via onboarding automation.

Massey Services

Florida

Software Engineer Intern

June 2025 - August 2025

- Optimized performance-critical code paths in a cross-platform C++ application running on Windows and Linux, directly improving application speed.
- Integrated ESP32 embedded hardware with the application layer, implementing low-level device functionality in C++.

Kaseya

Florida

IT Systems Support Engineer

December 2024 - March 2025

- Built Python automation and monitoring tools with Flask REST APIs and Paramiko (SSH), cutting network downtime by 20% in production.
- Containerized services with Docker and shipped real-time monitoring dashboards, improving operational efficiency by 65%.

Accretive Insurance Solutions

Florida

Software Engineer Intern

June 2024 - August 2024

- Developed and maintained internal software supporting insurance operations, workflows, and business reporting.
- Automated repetitive data processing across policy, claims, and member datasets, reducing manual work for internal teams.

TECHNICAL SKILLS

Languages: C, C++, JavaScript, TypeScript, Python, SQL

Systems & Simulation: Physics engines (rigid body, collision, constraints, soft body), client-server architecture, UDP/ENet, TCP/IP

Web & APIs: Three.js, WebGL, interactive 3D graphics, native C++ to JS/TS API boundaries, Flask, REST APIs

Cloud & Infrastructure: AWS, AWS IAM, Microsoft Azure, Docker, Kubernetes

Embedded: ESP32 firmware (C++), hardware/software integration

Tools & Platforms: Git, Linux, Windows, macOS, strong command-line proficiency

CERTIFICATIONS

CCNA, CompTIA Security+ (DoD 8570/8140 IAT Level II Baseline), CompTIA Cloud+, CompTIA Network+, CompTIA A+,

AWS Certified Cloud Practitioner

Security Clearance Eligibility: U.S. Citizen, eligible to obtain a government security clearance