

Jaedon Taylor

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EDUCATION

University of Florida, College of Engineering

Gainesville, FL

Bachelor of Science in Computer Science, Minor in Economics, **GPA: 3.96**

Expected Graduation: May 2026

Relevant Courses: Data Structures and Algorithms, Operating Systems, Software Engineering

TECHNICAL SKILLS

Languages: Go · Python · TypeScript · JavaScript · C/C++ · Swift · SQL

Technologies: gRPC · Protobuf · Kafka · Docker · Kubernetes · PostgreSQL · MySQL · Cassandra · Redis

Frameworks: React · Next.js · Node.js · Tailwind · React Native

EXPERIENCE

Software Engineer

Aug. 2026 – Present

Datadog

New York, NY

- Incoming 2026

Software Engineer Intern

Jun. 2025 – Aug. 2025

Datadog

New York, NY

- Refactored a **critical-path backend service** resolving identifiers at **500K+ requests per second** in Datadog's largest datacenter
- Delivered a **50% reduction in data read/written** to storage systems by introducing leaner resource representation and removing redundant metadata
- Reduced cache TTL by **97%** while maintaining low latency, enabling fresher and more accurate resource state for downstream systems
- Designed selective replay feature with **operation-type filtering** across CLI, **gRPC**, and storage layers, eliminating **95% of unnecessary traffic** during incident recovery

Software Engineer

Aug. 2023 – Jun. 2025

Baron Technologies

Miami, FL

- Engineered core features for a business management platform using **PHP**, **Laravel**, and **SQL**
- Designed and implemented project scopes and feature specifications, leading the development of a **high-performance hypervisor** and ensuring optimal functionality through comprehensive testing
- Worked closely with clients to gather technical requirements, architect custom software solutions, and deliver **3+ software solutions** aligned with business goals

PROJECTS

HTTP Session Capture & Replay Tool | *Go, SQLite, Next.js, TypeScript*

Jan. – Apr. 2026

- Built developer debugging tool with **local reverse proxy** capturing HTTP(S) traffic and replaying multi-request sessions deterministically with timeline-based visualization
- Implemented **capture-time redaction engine** sanitizing sensitive fields before storage, ensuring privacy-safe session artifacts for debugging and regression testing workflows
- Architected replay system with pause, step, and speed controls using **WebSocket-based communication** between Go backend and Next.js frontend for real-time session playback

File System Daemon | *C++, FUSE*

Apr. – May 2024

- Developed a user-space daemon using **FUSE**, supporting file search, permissions, and metadata tracking in the mounted filesystem
- Designed a hierarchical file system with a vector of maps using **C++**, optimizing file and directory storage
- Optimized directory access and file operations for efficient retrieval in large hierarchies