Tanner Percival - SDE II

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Full-stack Software Developer with expertise in Object-Oriented Programming (OOP) and microservices architecture, delivering high-performance web applications using .NET ecosystems and JavaScript frameworks. Skilled in multi-tenancy implementation, custom theming, document generation, HTTPS enforcement, and user secrets management. Experienced in AWS cloud integrations (IAM, Route53, Elastic Load Balancing), Linux/Windows x64 environments, and Git version control with AI tools (CoPilot, generative AI) for enhanced productivity. Proficient in Agile development, R&D, and data analysis, applying Factory design patterns, SignalR, and WebSockets for real-time solutions. Background in construction management informs a disciplined approach to scalable, secure, and responsive software development. Problem Solver.

Languages: C#, JavaScript, SQL, HTML5, CSS, SASS

Tools: ASP.NET Core, Node.js, React.js, Entity Framework, REST API, Blazor, Azure DevOps, Azure Blob Storage, MongoDB, Git, PowerShell, GitHub, VS Code, Visual Studio, Rider, Docker, Serilog, EPPlus, iText, Puppeteer, QuickBooks, SignalR, WebSockets, NUnit, xUnit, AWS (SES, RDS, Cognito, ECS, Fargate, S3, CloudFront, API Gateway, Route53, ELB, Cloud Watch), MySQL, SMTP, ADO.NET, Swagger, Unity 6

Projects

$GCM Mobile Apps | Free to play - Play to earn (P2E) Android (IOS coming soon) | 2025 | AppStore Page | Github

Spearheaded the entire lifecycle of a mobile game, from initial concept and architecture to development, marketing, and a successful launch on the Google Play Store. The game achieved significant traction, with over 1,000 organic installs globally and generated <$150 in revenue within its first month.

- Independently managed the end-to-end creation of a mobile game using Unity and C#, resulting in a robust application with over 60,000 lines of code.
- Strategically implemented and optimized in-game advertising using Google Mobile Ads (Rewarded Video, Interstitials), creating the primary revenue stream for the application.
- Engineered the game client to communicate securely with a custom .NET Web API backend, ensuring reliable management of player data, progression, and real-time game events.
- Leveraged Firebase for essential backend services, including Remote Config for dynamic game balancing, Analytics for tracking player behavior, and Authentication for secure user management.
- Technologies Used: Unity, C#, Google Mobile Ads SDK, Firebase (Realtime database, Remote Config, Analytics, Auth), .NET Web API, Git, Plastic SCM

$GCM Web App | Free to play - Play to earn (P2E) | 2025 | GoldClickerMining.com | Github

Architected and developed a comprehensive full-stack play-to-earn gaming ecosystem and accompanying single-page application from the ground up.

- Technologies Used: React, JavaScript, CSs, HTML, SignalR, WebSockets, Node.js, .NET/C#, Azure, Git
- Designed and implemented a sustainable tokenomics model where 80% of real-world ad revenue is programmatically reinvested into the native token ($GCM), creating a self-feeding economic loop and constant buy pressure.
- Engineered a secure, decoupled architecture separating the crypto-free game environment from an isolated payout server, enabling compliant, non-custodial crypto rewards without direct Web3 integration in the game client.
- Developed a feature-rich and responsive React SPA with real-time player activity feeds using SignalR to enhance community engagement and provide live proof.

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Biggs Ackies | E-Commerce | 2025 | Deployed | Github
Developed and deployed a full-stack e-commerce platform for reptile sales (personally used)

- Technologies Used: Node.js, Ejs, Express, PostgreSQL, Tailwind, bCrypt, Cloudinary, cSurf, dotenv, Stripe Payments, Nodemailer, PG, Socket.io, Multer
- A traditional E-Commerce solution that allows registered users to order products I offer.

Experience

MaxIterations | SDE | 2022-2025 | MaxIterations Main | Maxiterations App

Completed over 180 production tickets, delivering scalable solutions using modern frameworks and cloud technologies the company depended on.

- Technologies Used: Blazor Server-Side (.NET 7.0/8.0/9.0), ASP.NET Core 6.0-8.0, C#, MySQL, AWS (SES, RDS, Cognito, ECS, Fargate, S3, CloudFront, API Gateway), Docker, Serilog, EPPlus, iText, Puppeteer, QuickBooks integration, SignalR, NUnit, xUnit.
- Designed and implemented multi-tenant applications with custom branding, PDF/Excel document generation, and responsive UI components (dynamic inputs, draggable panels, custom modals).
- Applied SOLID principles, Clean Architecture, and design patterns (Factory, Dependency Injection, Observer, MVC) to ensure maintainable and modular codebases.
- Configured CI/CD pipelines, environment-specific setups (Development, Staging, Production), and comprehensive logging/monitoring for improved system reliability.
- Enhanced security with HTTPS enforcement, user secrets management, and AWS IAM configurations.

Education

Code Fellows | Seattle, WA, 2022
Certificate - Advanced Software Development in JavaScript Node.js | May 2022

Code Fellows | Seattle, WA, 2019
Certificate - Advanced Software Development in C# ASP.NET Core | May 2019