

# Tanner Bronson

Software Developer | [LinkedIn](#) | [GitHub](#) | [tannerbronson.ca](https://tannerbronson.ca)

Edmonton, Alberta (Open to Remote) | +1 (780-966-0954) | [tanrrrbronson@gmail.com](mailto:tanrrrbronson@gmail.com)

## EDUCATION

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University of Alberta, Computer Science

Apr 2025

## SKILLS

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<b>Coding Languages</b>	JavaScript, TypeScript, Python, Java, HTML, C, C#, C++
<b>Frameworks</b>	React, Node.js, Yarn, NEXT.JS, CSS, Selenium, NumPy, REST API
<b>Databases &amp; Tools</b>	MySQL, SQLite3, Git, Unix, Firebase, Unity Engine, Gamemaker Studio 2

## SOFTWARE APPLICATIONS

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### Portfolio Website

Sep 2023 - Present

- Used Tailwind to create a responsive and mobile-friendly website that is easy to navigate and visually appealing.
- Used multiple React components to implement features such as an expanding sidebar allowing for easy navigation between pages.
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### Kana Bot – Python, MySQL

Mar 2021 – May 2022

- Developed a Discord bot using the discord.py library, which enabled users to create profiles and store currency through a MySQL database.
- Implemented features that allowed users to trade and gamble currency for in-game items.
- The bot was successfully deployed on multiple Discord servers and had an active userbase of 100+ individuals interacting with it concurrently

### Café Communicator – JavaScript, React, Firebase, HTML, CSS

Dec 2022 – Jan 2023

- Developed a React based chat app that allows users to create accounts, login and customize profiles all using Google Firebase
- The users can add friends and then communicate with them in real time each message is sent through Firebase and is stored in the database
- Stored all messages in a Firebase database for easy retrieval and future use.

### Roblox Game Update Notifier -- Selenium, Python, MySQL

Nov 2021 – Mar 2022

- Created a selenium web scraper that would check the games community discord server and notify players who signed up through discord that an update had occurred
- Used a discord.py bot to communicate to the players through a backend MySQL check to see if users signed up to be notified of updates