Tanner Bronson

Software Engineer | [LinkedIn](#) | [GitHub](#) | tannerbronson.ca

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

EDUCATION

University of Alberta, Computer Science   **Apr 2025**

SKILLS

Coding Languages	JavaScript, TypeScript, Python, Java, HTML, C
Frameworks	React, Node.js, Yarn, NEXT.JS, CSS, Selenium, NumPy, REST API
Databases & Tools	MySQL, SQLite3, Git, Unix, Firebase

SOFTWARE APPLICATIONS

Portfolio Website   **Sep 2023 - Present**

- Developed a simple frontend portfolio website using React, Tailwind, and JavaScript to showcase my skills and projects.
- 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.

Café Communicator – JavaScript, React, Firebase, HTML, CSS   **Dec 2022 – Jan 2023**

- Built a web application using React, JavaScript, HTML, and CSS that allowed users to message each other in real-time.
- Leveraged Google Firebase to enable user account creation, profile customization, and real-time messaging functionality.
- Stored all messages in a Firebase database for easy retrieval and future use.

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

Game Update Notifier -- Selenium, Python, MySQL   **Nov 2021 – Mar 2022**

- Created a web scraper using Selenium, Python, and MySQL that checked a popular game's community Discord server for updates.
- Developed a Discord bot that utilized a backend MySQL check to notify players who had signed up for update alerts and successfully communicated with players to notify them of updates.