

Tanner Bronson

Software Engineer | [LinkedIn](#) | [GitHub](#)

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EDUCATION

University of Alberta - Computer Science

Sep 2021—Apr 2025

SKILLS

Coding Languages	JavaScript, TypeScript, Python, Java, HTML, CSS
Frameworks	React, Node.js, Yarn
Databases & Tools	MySQL, SQLite3, Git

WORK EXPERIENCE

Floor Manager, Rick Bronson's The Comic Strip

Feb 2022 – Present

- Coordinated seating arrangements for up to 300 guests to maximize efficiency and guest experience.
- Served food and drinks to guests quickly and accurately during the show.
- Responded promptly to operational needs and requirements during shows to ensure smooth and efficient operations.
- Collaborated with the team to deliver a seamless and memorable guest experience.

SOFTWARE APPLICATIONS

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

- Built a React-based chat application, Café Communicator, that 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.

Roblox 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. Achieved successful communication and notification of players, enabling them to stay up to date with the latest game updates.