TANNER DOLBY

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EDUCATION

Mesa, AZ Arizona State University Jan 2018 – May 2020

- B.S. in Applied Mathematics, May 2020. GPA: 3.57
- Relevant Courses: Linear Algebra (MAT343), Discrete Mathematical Structures (MAT243), Differential Equations (MAT275), Probability (STP421)

LANGUAGES AND TECHNOLOGIES

- Java, Python, JavaScript, Node.js, HTML, CSS, React, SQL
- Git, Unix, Linux, Visual Studio, Eclipse, macOS, Windows
- Relevant Links: <u>GitHub</u>, <u>StackOverflow</u>

EMPLOYMENT

Software Engineer

Tata Consultancy Services

Jan 2021 - Present

- Develop applications using Python to interface with existing security products from AWS, FireEye, Palo Alto Networks, and more.
- Built 10 applications end-to-end and worked in other applications assisting with development.
- Write unit tests with Pytest to ensure integrations with other services function as expected.

Undergrad Research Assistant

Arizona State University

Jun 2019 - Dec 2019

- Worked in R and Python to develop statistical models and perform analysis on data provided by the University Provost Office.
- Documented trends in STEM recruitment and retention at ASU by creating a research paper using LaTeX.

S.I. Leader

Arizona State University

Jan 2019 - Dec 2019

- Lead three one-hour long group tutoring sessions for Differential Equations on course-based study strategies ranging from 5 25 students.
- Collaborated with faculty to identify material that students may be having a hard time understanding to develop study strategies for greater student success.
- Created lesson plans for group study sessions before exams to articulate the course material in an efficient manner.

TECHNICAL EXPERIENCE

- **Metadata Generator:** Developed an Eleventy plugin with JavaScript that generates document metadata for the <head> of a webpage. Plugin is published on npm and has 190+ users.
- Open Source MDN Web Docs: Actively contributed to MDN Web Docs on GitHub from Oct 2020 Jan 2021. Completed 31 merged PRs in mdn/yari, and 17 merged PRs in mdn/content. Featured in the contributor spotlight on MDN website.
- Frametools: Built a set of lightweight GUIs with Java Swing for handling common operations and utility calculations.
- BreakOut: Developed a remake of the 1970s arcade game 'Breakout' using Java.
- **Eleventy Photo Gallery:** Created a responsive image gallery template using Eleventy. Responsive image markup is generated with Node.js at build time.
- **Bug Saves the World:** Built a single-player platformer game with JavaScript using Phaser. Static assets created with HTML/CSS and sprites created with Vectornator.