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TANNER DOLBY

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EMPLOYMENT

Software Engineer **TCS** **Jan 2021 – Present**

- Developed integrations using the AWS SDK for Python (Boto3) to provide low-level access to AWS services in order to quickly perform actions available in those services.
- Created documentation outlining the process of developing integrations providing a reference for the team.
- Developed unit tests with Pytest to ensure integrations with AWS services produced expected results.

Undergrad Research Assistant **Arizona State University** **June 2019 – Dec 2019**

- Worked in R and Python developing statistical models and performing analysis on data provided by the University Provost Office.
- Documented trends in STEM recruitment and retention at ASU then created a research paper from our findings using LaTeX.

Supplemental Instr. 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.

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)

TECHNICAL EXPERIENCE

Projects

- **Bug Saves the World:** Developed a single-player platformer game with the HTML5 game framework Phaser. The objective is to collect all the stars scattered throughout each level without taking damage.
- **Markdown Parser:** Developed a Markdown parser with C++ for converting Markdown files to HTML. Implemented a binary search tree to represent an HTML DOM for rapid element retrieval.
- **Visualize Data Structures:** Developed a website with examples, visualizations and animations for common linear (stack, queue, linked list) and non-linear (binary tree and graph) data structures.
- **Eleventy Photo Gallery:** Created a responsive image gallery site template using the Eleventy static site generator. Images are dynamically generated at build time.
- **Open Library Client:** Built a Node.js Open Library client written in TypeScript for interacting with the Open Library APIs.
- **Meta Tag Generator:** Developed a Eleventy plugin with Node.js that generates document metadata for the <head> of a webpage containing: Open Graph, Twitter card, generic meta tags and a canonical link.
- **MDN Web Docs:** Actively contributed to the open-source project mdn/yari and related repositories on GitHub. Fixing existing bugs, creating new features for the site, and participating in code review.

Languages and Technologies

- C++, JavaScript, HTML, CSS, Sass, Node.js, TypeScript, React, Python, SQL, Java, Cypress, Jest
- Windows, Visual Studio, Eclipse, Unix, Linux, Git