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| 965 Bridge St  West Sacramento, CA 95691 | **Tanner Dolby** | | | (916) 899-4314  tannercdolby@gmail.com |
| **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 | | | | |