

Tanner Lee

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EDUCATION

University of Wisconsin - Madison

B.S. in Computer Science

Madison, WI

September 2022 - May 2025

Korea University

Computer Science

Seoul, South Korea

September 2024 - December 2024

Relevant coursework: Web Design, Software Engineering, Algorithms, Data Structures, Operating Systems, Information Security, User Interfaces, Intro to AI

EXPERIENCE

Gabooja

Software Developer Intern

Brooklyn, NY

June 2025 - Present

- Engineered Gabooja's [Creator Discovery](#) platform, a tool helping the business team to find and analyze content creators from an Instagram or TikTok username.
- Implemented AI data-enrichment features and dynamic content management systems with OpenAI API, Typescript, and PostgreSQL (Supabase) to discover and analyze potential content creators for partnership.
- Architected and optimized PostgreSQL databases with complex querying systems, enabling efficient data analytics and user behavior tracking for enhanced platform performance.

Crestwood Coding Club

Program Leader

Madison, WI

January 2025 - May 2025

- Developed and executed a 12-week, project-based curriculum introducing 25 elementary students to foundational computer science principles using MIT's Scratch platform.
- Fostered an engaging and collaborative learning environment, successfully guiding 100% of students through the full development process to create and present their own interactive games..
- Drove a 30% increase in club enrollment by designing and implementing an outreach strategy that included parent communications and student-led project showcases for the school community.

PROJECTS

[League of Legends Game Log](#)

- Developed a full-stack League of Legends game performance tracking application using Next.js and TypeScript, implementing an SQLite database for persistent storage of match statistics.
- Built to track League of Legends performances with statistics, helping players identify strengths, weaknesses, and areas for improvement in their gameplay.
- Engineered a filtering and analytics system enabling users to filter games by role, game type, and champion selection, while providing performance metric graphs and AI feedback summaries for each game

[Eat with Lee](#)

- Developed a food blogging platform using Next.js 15 and TypeScript, featuring an admin dashboard for content management.
- Created to document and share my personal culinary journey through detailed reviews, helping fellow food enthusiasts find exceptional dining experiences through my authentic thoughts.
- Strengthened understanding of modern web deployment and production workflows by deploying to production, managing environment configurations, and optimizing build performance for real-world usage.

[“The Move”](#)

- Developed a mobile group activity coordinator using React Native and Firebase, allowing users to suggest events and vote on them to decide what “the move” is.
- Built as a team project to streamline group event planning and coordination, solving the challenge of keeping friends organized and aiding in deciding on activities through a centralized platform.
- Gained mobile development experience with React Native and Firebase, learning real-time data synchronization, authentication flows, and collaborative development practices working within a team.

SKILLS

Technical Skills: React | SQL | Firebase | Supabase | Node.js | Cursor | n8n

Programming Languages: Python | JavaScript | CSS | HTML | TypeScript

Soft Skills: Adaptability | Strong Teamwork | Self-Motivation

Interests: Food Blogging | Piano (16 years) | Bouldering | Running | Tae Kwon Do | Theatre