






Tanner Nielsen

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EDUCATION

Drake University, Des Moines, IA

2016 – 2018

Bachelor of Arts in Computer Science, Minor in Music

GPA: 3.91

- Presidential Transfer Scholarship for academic merit
- Music Scholarship based on talent
- President's List (Fall 2016)
- Dean's List (Spring 2017, Fall 2017, Spring 2018)
- Graduated December 2018, *summa cum laude*

Cornell College, Mount Vernon, IA

2015 – 2016

Bachelor of Arts in Computer Science, Bachelor of Arts in Music

GPA: 3.95

- Trustee Scholarship for academic merit
- Music Scholarship based on talent
- Dean's List (Fall 2015, Spring 2016)

PROFESSIONAL EXPERIENCE

Granular, Johnson, IA

Fall 2018

Software Engineering Intern

- Contributed to various frontend and backend projects maintained by my team, primarily with JavaScript

SportsLab360, LLC, Remote Work

March 2017 – December 2018

Lead Web Developer

- Wrote the frontend and backend code that powers sportslab360.com
- Managed and monitored the server that hosts the main website
- Integrated the site with other services, such as Mailgun, Stripe, Amazon Glacier, and more
- Met regularly with the founder and other developers to strategize and delegate tasks

Drake University I.T. Services, Des Moines, IA

Spring 2018

Student Frontend Developer

- Built web interfaces for various internal tools used by the other Drake I.T. staff

Drake University I.T. Services, Des Moines, IA

Fall 2017

Student Help Desk Technician

- Handled phone calls and walk-ins for various technology issues from students and faculty
- Helped students and faculty install and configure various software and devices

PROFESSIONAL EXPERIENCE (continued)

Lakeland Communications Inc., Milltown, WI

Summer 2016

Tech Intern

- Configured customer routers and modems
- Built various web interfaces to increase the efficiency of the internal tools used by the technicians

LANGUAGES, FRAMEWORKS, AND SYSTEMS

Most experienced with: TypeScript, JavaScript; Pug, HTML; Sass, CSS; Node.js, npm, yarn, Mocha, Parcel; PHP, Laravel; Vue.js, jQuery, Lodash, Materialize CSS (similar to Bootstrap); Git, GitHub, Bitbucket; Digital Ocean; JetBrains IDEs;

Proficient: Webpack, Rollup.js, Express, Socket.io; Travis CI and CI/CD concepts; Java; Python; SQL, database design; October CMS; Game Maker Studio; Windows, Linux, and macOS; PHP Composer, PHPUnit; Vagrant; GoDaddy, Enom;

Basic knowledge: Angular, React; Bash; Chrome Extension Development; C/C++; SML/NJ; AWS EC2, Lambda; Docker, Ansible; Google Apps Script; Blender 3D modeling; Unity Game Engine;

OTHER PROJECTS

Yob – Graph Editor

May 2014 – December 2016

Developed for Dean Roush, Math and Physics teacher at Luck High School

- A simple graphical analysis tool for Google Docs aimed at students
- Published to the Google Docs Add-on Store and G Suite Marketplace
- <https://jordanhe2.github.io/Yob-Hosting>

Abrahamson Nurseries Business Website

January 2018 – March 2018

Contracted by Abrahamson Nurseries, Stillwater, MN

- A sleek and mobile-friendly business website, complete with a content management system
- Built on Laravel with a custom CMS utilizing Laravel Voyager
- <https://abrahamsonnurseries.com>

Partytime Framework

Summer 2017 – Present

Senior Capstone / Personal Project

- A framework for streamlining the process of developing browser-based multiplayer party games
- Built on TypeScript and Node.js
- More details at <http://capstone-paper.tannernielsen.com>

ACTIVITIES

- Percussionist in the Drake University Wind Symphony (Principal for the 2017 – 2018 season)
- Member of the Drake University Percussion Ensemble
- Member of the Cornell College Pandemonium Steel Drum Ensemble (2015 – 2016)