




Tanner Nielsen

P.O. Box 173, Luck WI, 54853 

(715) 566-4907 

tannerntannern@gmail.com 

Tanner-A-Nielsen 

tannernielsen.com 

EDUCATION

Drake University, Des Moines, IA

2016 – 2018

Completed Bachelor of Arts in Computer Science, Minor in Music

GPA: 3.91

- Early graduation December 2018, *summa cum laude*
- 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)

Cornell College, Mount Vernon, IA

2015 – 2016

Pursued Bachelor of Arts in Computer Science and Music

GPA: 3.95

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

LANGUAGES, FRAMEWORKS, AND SYSTEMS

Professional experience with:

- HTML, CSS, JavaScript, PHP (2 yrs); Bash (1 yr); Python, TypeScript (< 6 months)
- Vue.js, jQuery, Lodash, Sass, npm, Webpack, Laravel, Materialize CSS (similar to Bootstrap), Vagrant (2 yrs); PHP Composer, PHPUnit, MySQL (1.5 yrs); Yarn, Angular, React, AWS Lambda, Ansible, Docker, October CMS (< 6 months)
- Git, GitHub, Bitbucket, Digital Ocean, GoDaddy (2 yrs)

Additional personal and school experience with:

- HTML, CSS, JavaScript (additional 3 yrs); Java (4 yrs); TypeScript (2 yrs); Python (additional 1.5 yrs); Pug (1 yr); WebGL and GLSL, C/C++, SML/NJ, Google Apps Script, C# (< 6 months)
- Node.js, Express, Socket.io, Canvas graphics, Blender (2 yrs); Rollup.js, Parcel, Mocha (1 yr); Game Maker Studio (4 yrs); Chrome Extension Development, Unity Game Engine (< 6 months)
- NPM publishing, Travis CI and CI/CD concepts, Enom (1 yr)

PROFESSIONAL EXPERIENCE

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

Granular, Johnson, IA

Fall Semester 2018

Software Engineering Intern

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

Abrahamson Nurseries, Stillwater, MN

January 2018 – March 2018

Contract Web Developer

- Built the business website for abrahamsonnurseries.com from scratch
- Integrated a custom CMS that allows the business owners to change pictures, edit plants in their publicly-searchable database, and intuitively edit page text in-place

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

Spring Semester 2017

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 Semester 2016

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

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

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
- jordanhe2.github.io/Yob-Hosting

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 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)