Tanner Holladay

http://TannerHolladay.com • (435) 881-3791 • TannerHolladay6@gmail.com

Education

University of Utah   Salt Lake City, UT
Bachelors, Computer Science   Graduating Spring 2023
- Entertainment Arts and Engineering Emphasis. (https://eae.utah.edu/)
  - #3 ranked program in the nation as rated by Princeton Review.
  - Heavily focused on C++ and C languages in computer science classes.

Work Experience

Atomic Jolt   Remote
Software Engineer Intern   July 2020 – Current
- Worked closely with a team of engineers to create learning tools for schools and educational organizations. These tools are being used in over 13 educational organizations across the country.
- Developed along the full stack using JavaScript, Ruby on Rails, TypeScript, React, and C#.
- Lead the development efforts to implement new grading feature to be used by many clients.

Email Conctact   Remote
Software Engineer   Feb 2021 – Current
- Worked in PHP, Java, JavaScript, MySQL, and AWS EC2 to fix issues and develop new features on a 20 year old legacy system.

ListValet   Salt Lake City, UT
Frontend Developer   August 2019 – March 2020
- Improved website load time from 5 second to 800 milliseconds by migrating the front-end from JavaScript and JQuery to React.js.
- Worked in an agile scrum-based environment on the frontend development team utilizing React, GraphQL, and Typescript to build a more effective and user-friendly website.

Honors & Activities

Would You Rather Game
- Created a game that has now been played over 70k times since it was created.
- At age 15, created a game on Roblox through countless hours of self-learning and determination.

Hollabu Twitch Stream
- Helped build a community to gain over 60 paid monthly subscribers, 300 followers, and 3500 viewers in just under 2 months by creating artwork, animating an overlay with JavaScript, and advising in the business decisions.

Film Competition 1st Place
- Awarded first place in a film competition of over 30 other film entries in Moonshiver film festival competition.
- Involved in every step of film creating process, including directing, writing, acting, and editing.

Online Multiplayer Game
- Used Unity3D and C# to develop a realistic online social deduction game.

Proficient Languages and Skills

C++, C#, C, Python, Ruby/Rails, Java, TypeScript, PHP, React, NodeJS, SQL, AWS, Lua, Unity3D

Other Hobbies and Interests

Graphic Design, Videography, and Rock Climbing