ABOUT ME

LinkedIn | GitHub

- Driven Software and Game Development student at Neumont College of Computer Science

- Strong skills in programming, problem-solving, and collaboration, gained through rigorous coursework and practical applications.

- Passionate about innovative technology and looking forward to applying my skills in a full-time software development role upon graduation.

EDUCATION

BACHELOR OF SCIENCE
Neumont College of Computer Science /
2025

- Bachelor's degree in Software Engineering and Game Development

- Developed a strong foundation in programming, game design, and software engineering, using industry-standard tools

- Collaborated in team settings to simulate real-world development environments

TECHNICAL SKILLS

PROFICIENT

- C#
- Python
- Unreal Engine 5

INTERMEDIATE

- C++
- Unity
- Java
- Docker
- gRPC
- REST API's

ACTIVELY LEARNING

- PyTorch
- Tensorflow
- Blender
- Bash Scripting
- Linux Based OS

TANNER JOHNSON
SOFTWARE ENGINEER | BACK-END SOFTWARE DEVELOPER

Salt Lake City, United States

801-616-2840

tanner.j2718@gmail.com

INDUSTRY EXPERIENCE

Jan 2025 – Present

Software Developer | CampusAgents.ai

- Developed AI-driven software to assist students with campus-related inquiries, such as library hours and tutor availability, enhancing accessibility and user experience.

- Utilized Python for backend development, integrating CrewAI to create intelligent, responsive systems capable of handling a wide range of student queries.

- Utilized common machine learning and gRPC libraries such as TensorFlow, PyTorch, and Protobuf to develop back-end services for text-to-speech, speech-to-text, natural language processing, context retrieval, and generative AI tasks.

- Conducted web scraping to gather up-to-date campus data, enabling the AI to provide current and relevant information to students.

- Leveraged Docker to containerize applications, streamlining deployment processes and ensuring consistency across development and production environments.

- Collaborated in a small, agile startup team, contributing to the overall product design, development, and testing phases, while gaining hands-on experience in AI-driven software solutions.

Sep 2023 – Present

Academic Coach

- Mentored and tutored students across various academic subjects, focusing on enhancing their understanding of mathematics and programming, providing most support in Calculus, Linear Algebra, and Object-Oriented Programming.

- This support contributed to notable improvements in grades and test scores, demonstrating a commitment to student success and academic excellence.

Software Game Developer, Veil of Dread | Neumont Senior Project

- Lead Developer for Veil of Dread, a Victorian-era escape-the-monster mystery game made using Unreal Engine 5 and Blender.

- Designed dynamic levels, interactive puzzles, and advanced AI systems to enhance player immersion and challenge.

- Developed player controls, enemy AI, and various gameplay mechanics to create a seamless gameplay experience.

PROJECTS

Physics Simulation Engine

- Designed and developed a custom physics engine from the ground up using Raylib and C/C++

- Implemented advanced mechanics to simulate realistic physical interactions

Scene Editor

- Developed a custom scene editor from scratch using C++ and external libraries

- Implemented core raytracing techniques and shading models to achieve high-quality visual effects

OTHER EXPERIENCE

JIMMY JOHNS
Salt Lake City
Jun 2020 – Aug 2023

Delivery Driver

- Demonstrated strong time management and punctuality skills by consistently planning and following efficient schedules

- Maintained and positive and professional demeanor, building strong interpersonal skills through regular customer interactions