Tanner Saint

Full Stack Developer

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Education

- **Diploma in Computer Science and Fullstack Web Development**
  Atlas School, Tulsa, OK - January 2024 - Expected December 2025

Technical Skills

- Languages: HTML, CSS, Typescript, Javascript, Python
- Frontend: React, Bootstrap, jQuery, Responsive Design
- Backend: Node.js, Express.js, MongoDB, Redis, JSON Web Token, GraphQL
- Tools & Platforms: Git, Github, Swagger, Docker, VS Code, Slack
- Language Skills: Proficient in oral and written communication

Projects

- **myBricks API** - *Javascript, Node.js, Express.js, Swagger*
  Link: https://mybricks.dev/
  Role: Backend Developer - Completed: July 2025
  Engineered and implemented a REST API to organize and catalog a users LEGO collection
    - Build a complete REST API with Express.js and authentication with JWT
    - Implemented a NoSQL MongoDB database to hold user data
    - Deployed on Netlify with a custom domain.
    - Designed and implemented during a two-week sprint, delivering a functional MVP on schedule.

- **Galaxy News Network** - *HTML, CSS, Javascript, Bootstrap, Responsive Design*
  Link: https://trippyvaultboy.github.io/galaxy-news-radio/
  Role: Full-Stack Developer - Completed: April 2025
  Designed and developed a Fallout-themed news website with an integrated live music player.
    - Implemented responsive layout using Bootstrap to ensure usability on both desktop and mobile devices
    - Developed a custom music player with JavaScript, including interactive playback controls
    - Designed and implemented during a two-week sprint, delivering a functional MVP on schedule.

- **Vault-Tec Industries** - *HTML, CSS, Javascript, Leaflet.js*
  Link: https://trippyvaultboy.github.io/vault_tec_website/
  Role: Frontend Developer - Completed: January 2025
  Created a fictional corporate website for Vault-Tec, inspired by the Fallout game series.
    - Practiced front-end development and layout design using semantic HTML and custom CSS.
    - Integrated an interactive map using the Leaflet.js library to simulate in-universe locations. Completed in a 2-week sprint using agile development principles.