Anthony Rosario (He/Him)

Software Engineer

510 - 499 - 8528 📞

github.com/Anthony-Rosario

linkedin.com/In/anthony-rosario

anthonymrosario225@gmail.com ✉

[ABOUT]

Astute critical thinker, perpetual problem solver and general tinkerer with a need to experiment. Dedicated to navigating new documentation to further my understanding of software development. Passionate about self-expression, equality and community.

[SKILLS]

Languages
JavaScript
TypeScript
HTML
CSS

Libraries & FrameWorks
React
Node
Express
Material-UI
Redux
Socket.io
Slack Bolt & SDK
p5.js

Database
PostgreSQL
Firebase

Dev Tools
GitHub
Postman
Heroku
Netlify
pgAdmin
VS Code
Agile Methodologies

Testing
Jest
QUnit
Mocha
TDD

[EDUCATION]

Alchemy Code Lab
- 800+ hours of hands on full stack web development training

- Collaborating fully remotely tailoring effective solutions to real world problems

- Used SCRUM, TDD and agile methodologies properly to create robust multifaceted projects.

Cal State East Bay
B.S. Philosophy

[PROJECTS]

SocketJockey   *GitHub* ❯ *Deployed*
React | Socket.io | Node | Express | 8 member remote team

- An abstract musical experience that utilizes a physics based engine to generate sounds upon colliding objects

- Completed during a two week remote sprint

- I contributed to a majority of the app, with a focus on the physics engine, creating dynamic Material UI components, web socket functionality and incorporating the main lobby p5 sketch component into a Material UI modal.

QuackChain   *GitHub*
Solidity | Node.js | Express | 4 member remote team

- QuackChain is a Slack app that hosts a fully functional Ethereum blockchain cryptocurrency

- Completed in a two week sprint via Zoom and utilizing miro for a development roadmap and conceptual wireframe models

- I was responsible for helping create the backend, constructing listeners via Slack SDK and crafting the smart contract.

Else by Elsewhere   *GitHub* ❯ *Deployed*
React | Node.js | PostgreSQL | Express | 4 member remote team

- A geographical guessing app that requires the user to navigate random locations utilizing the Google maps API

- Completely mob programmed remotely in a week

- I helped in configuring the google API endpoints and creating the SQL schema for our database, along with various front end functionality like implementing ternaries to conditionally render React elements

Forgotten Logic   *GitHub* ❯ *Deployed*
HTML | Vanilla JavaScript | 4 member remote team

- Fun 8 tile sliding number puzzle

- Mob programmed in a 1 week sprint, this was the first project I was invovled with.

- I was responsible for the main design layout and all of the CSS, creating the JSON tile map and helped in creating the main logic while manuevering the map.