

# ANTHONY ROSARIO

SOFTWARE DEVELOPER



[/LinkedIn/anthony-rosario](#)



[/Anthony-Rosario](#)



[anthonymrosario225@gmail.com](mailto:anthonymrosario225@gmail.com)



[anthony-rosario.netlify.app](#)



510 - 499 - 8528

## ABOUT ME

Astute critical thinker, perpetual problem solver and general tinkerer with a need to experiment. Striving to create a more accessible future in a team oriented environment.

## TECH STACK

### Languages

JavaScript, TypeScript, HTML, CSS, Solidity

### Libraries & Frameworks

React, Redux, Express, Node.js, Slack Bolt & SDK, p5.js, Matter.js, Socket.io, Material UI

### Databases

PostgreSQL, AWS, MongoDB

### Testing Suites

Jest, Qunit, Mocha, MSW, TDD

### Tools

Heroku, Netlify, Postman, Github, VScode, pgAdmin, agile methodologies

## WORK HISTORY

### Nordstrom 2018 - 2020:

- Lead a group of 12 in assisting daily logistical activities
- QA tested an innovative robotics system that replaced core operations
- Facilitated with management in varying areas of production
- Initially hired as seasonal and advanced quickly merited on work ethic and communication skills.

## EDUCATION

### Alchemy Code Lab:

- 800+ hours of hands on full stack web development training with a certificate in FullStack Web Development
- Collaborating fully remotely tailoring effective solutions to real world problems
- Used SCRUM, TDD and agile methodologies properly to create robust multifaceted projects.

### Chabot Community College:

Attended 2 semesters studying Computer Application Systems learning about Linux based Virtual Machines, pen-testing and utilizing Nmap to monitor network traffic.

## 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 the lobby modal services

### 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 in a 1 week remote sprint
- 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