Anton James

Software Engineer

Seasoned Software Engineer with a Master's degree in Computer Science and Mathematics. Graduate of the renowned SWE bootcamp, App Academy, boasting an acceptance rate of 3%. My career has been enriched by a diverse skill set, including but not limited to technical prowess, effective communication, knack for problem-solving, and a result-oriented approach to tasks.

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PROJECTS

Blue&Yellow (Non-profit Donations Portal)
LiveLink ⬈
- Improved user experience by integrating Eventbrite API, enabling users to easily view both upcoming and past events and book tickets.
- Constructed a responsive design utilizing Tailwind CSS, resulting in an optimal UX across diverse devices and screen sizes.
- Increased donations in 160% by effectively integrating Stripe payment processing.
- Built reusable React components to save 10+ hours of development per week.

Steamer (Video Game Store)
LiveLink ⬈
- Developed complete login/sign-in functionality, utilizing PostgreSQL's capabilities.
- Employed Ruby on Rails, resulting in improved scalability and a savings of 50+ hours in development time.
- Realized a 40% improvement in load speed by leveraging AWS S3 for storing high-quality images.
- Engineered an efficient backend by implementing RESTful routes, resulting in enhanced security and efficiency.

Itenerator (Personalized Activity Recommender)
LiveLink ⬈
- Implemented Redux library, resulting in a 30% increase in loading speed and reduction of DB and Google API calls by 20%.
- Facilitated connection between frontend and backend, resulting in fetching and displaying data from MongoDB.
- Attained a modern and visually appealing design by employing CSS best practices, including Keyframes, Grid, and Flexbox.

Torque (Classic Racing Game)
LiveLink ⬈
- Crafted custom game physics and challenging gameplay by employing vanilla JavaScript.
- Leveraged the Canvas API to generate smooth visual effects, resulting in increased user engagement.
- Saved over 10 hours of development time and enhanced code efficiency by implementing OOP principles.
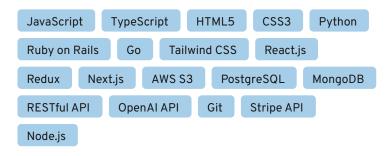
EDUCATION

Software Engineering
App Academy

02/2023 - 08/2023   *New York, USA*

MA in Computer Science & Mathematics
National Pedagogical Dragomanov University

09/2009 - 07/2015   *Kyiv, Ukraine*

SKILLS

JavaScript   TypeScript   HTML5   CSS3   Python
Ruby on Rails   Go   Tailwind CSS   React.js
Redux   Next.js   AWS S3   PostgreSQL   MongoDB
RESTful API   OpenAI API   Git   Stripe API
Node.js

WORK EXPERIENCE

Software Engineer Freelancer
Freelancer

10/2021 - Present   *New York, USA*

Achievements/Tasks
- Led a team of engineers, successfully delivering a functional website for donations within a two-week timeframe.
- Increased chatbot usage by 65% through the development of an app integrated with OpenAI.
- Collaborated with a team of engineers to deploy and maintain an e-commerce platform, ensuring continuous functionality and optimal performance.

IT Support Intern
Highlight agency

06/2022 - 10/2022   *New York, USA*

Achievements/Tasks
- Maintain and troubleshoot hardware/software utilized by the agency's creative team.
- Ensure smooth and uninterrupted connection during live streams and remote video shoots.

Computer Science Teacher
Kyiv Public School

09/2016 - 08/2018   *Kyiv, Ukraine*

Achievements/Tasks
- Employed modern educational approaches like Flipped Classroom model, Project-Based & Problem-Based Learning.
- Fostered an inclusive and supportive classroom atmosphere to encourage active student participation, engagement, and collaborative learning.
- Applied educational software and programming platforms to enrich students' practical application of theoretical concepts.