

# Anton James

## Full-stack Software Developer

Seasoned Software Developer. Skilled in technical proficiency, clear communication, and adept problem-solving, I approach every challenge with a focus on delivering tangible results.

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## SKILLS

JavaScript HTML CSS Python Java

Ruby on Rails Tailwind CSS React.js Redux

Next.js AWS PostgreSQL Express.js

MongoDB RESTful APIs Git Node.js

OpenAI API Canvas & ThreeJS

## PROJECTS

### Blue&Yellow (Non-profit Donations Portal) [LiveLink](#)

- Utilized Next.js, harnessing its server-side rendering and static site generation capabilities to achieve efficient and high-performance front-end rendering, consequently enhancing SEO.
- Increased donation revenue by over 80% through the integration of Stripe payment processing.
- Developed a responsive design using Tailwind CSS, leading to an optimal UX across various devices and significantly reducing development time.
- Improved user experience by integrating Eventbrite API, enabling users to easily view events and book tickets.

### Steamer (Video Game Store) [LiveLink](#)

- Leveraged Ruby on Rails framework to develop full-stack web application, applying MVC architecture for efficient code organization and maintenance.
- Developed comprehensive CRUD functionality by harnessing the capabilities of ActiveRecord ORM and PostgreSQL.
- More than doubled the loading speed by leveraging AWS S3 for storing high-quality objects.
- Built reusable React components to save 30+ hours of development.

### Itenerator (Activity Recommender App) [LiveLink](#)

- Implemented Redux library, resulting in a 40% increase in loading speed and reduction of DB and Google API calls.
- Utilized React hooks to manage components, handle data fetching, contributing to an enhanced user experience.
- Facilitated communication between the frontend and backend by constructing RESTful APIs through Express.js.
- Utilized Mongoose to streamline Node.js-MongoDB communication, optimizing database operations.

### Torque (Fast-paced 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.
- Implemented OOP principles to bolster code efficiency, scalability, and streamline development, resulting in significant time savings.

## WORK EXPERIENCE

### Full-stack Software Developer

#### Self Employed

10/2022 - 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 32% through the development of an app integrated with OpenAI.
- Collaborated with a team of engineers to deploy and maintain an e-commerce platform.
- Developed multiple customized portfolio pages, adhering to HTML5 and CSS3 best practices.

### Software Engineer

#### Highlight NYC

06/2020 - 10/2022

New York, USA

##### Achievements/Tasks

- Took an active role in developing and maintaining the company's professional website.
- Built RESTful APIs that served data to the JavaScript front-end.
- Enhanced user experience through the implementation of CSS best practices, including Keyframes, Grid, and Flexbox.
- Employed pure JavaScript to craft a modern and interactive user interface.

### Computer Science Teacher

#### Public School

09/2016 - 08/2018

Kyiv, Ukraine

##### Achievements/Tasks

- Employed modern educational approaches like Flipped Classroom model, Project-Based & Problem-Based Learning.
- Applied educational software and programming platforms to enrich students' practical application of theoretical concepts.
- Cultivate an optimal environment that nurtures children's learning and acquisition of knowledge.

## EDUCATION

### Software Engineering

#### App Academy

02/2023 - 08/2023

New York, USA

### MS in Computer Science and Mathematics

#### National Pedagogical Dragomanov University

09/2009 - 07/2015

Kyiv, Ukraine