

Anton James

Software Engineer

Seasoned Software Engineer. 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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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 Recommendation 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.

EDUCATION

Software Engineering App Academy

02/2023 - 08/2023

New York, USA

MA in Computer Science

National Pedagogical Dragomanov University

09/2009 - 07/2015

Kyiv, Ukraine

SKILLS

JavaScript

TypeScript

HTML

CSS

Python

Ruby on Rails

Tailwind CSS

React.js

Redux

Next.js

AWS

SQL

PostgreSQL

Express.js

Golang

MongoDB

RESTful API

Git

Node.js

OpenAI API

Stripe API

OOP

Canvas & ThreeJS

WORK EXPERIENCE

Software Engineer 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 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

06/2021 - 10/2022

New York, USA

Achievements/Tasks

- Took an active role in developing and maintaining the company's professional website.
- 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 Kyiv 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.