

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.

✉ anton.james.ja@gmail.com

📍 New York, USA

🌐 [linkedin.com/in/anton-james-ja](https://www.linkedin.com/in/anton-james-ja)

📞 (212) 300-3439

💻 antonjames.dev

🐙 github.com/AntonJames-Sistence

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 a time-saving of over 20 hours in development.
- Integrated Stripe payment processing, resulting in a 160% increase in donations.
- Built reusable React components to save 5+ hours of development per week.

Steamer (Video Game Store)

LiveLink [↗](#)

- Leveraged PostgreSQL's capabilities, developed complete login/sign-in functionality.
- Employed Ruby on Rails, resulting in improved scalability and a savings of 50+ hours in development time.
- Utilized AWS S3 for storing high-quality images, leading to 40% improvement in load speed and global accessibility.
- 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.
- Utilized CSS best practices such as Keyframes, Grid, and Flexbox, achieved modern and visually appealing design.

Torque (Classic Racing Game)

LiveLink [↗](#)

- Employed vanilla JavaScript to architect custom game physics, leading to the development of dynamic and challenging gameplay.
- Leveraged the Canvas API to generate smooth visual effects, resulting in increased user engagement.

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

HTML

CSS

Ruby on Rails

React.js

Redux

Next.js

PostgreSQL

Express.js

AWS S3

MongoDB

RESTful API

OpenAI

Git

Tailwind

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.
- Developed application aimed at improving chatbot conversations by integrating with OpenAI, resulting in 18% increase in chatbot usage.
- 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.