

# Anton James

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## EDUCATION

### App Academy (top software engineering bootcamp with 3% acceptance rate)

Software engineering

New York, NY

Mar 2023 – Jul 2023

### National Pedagogical Dragomanov University

Master in Mathematics and Computer Science

Kyiv, Ukraine

Sep 2009 – Jul 2015

## EXPERIENCE

### Software Engineer Freelancer

(e.g. [Tviy-posud.store](https://tviy-posud.store))

Nov 2021 – Present

New York, NY

- Employed WooCommerce plugin to set up, customize, and manage e-commerce store within WordPress website
- Designed and arranged Elementor widgets to achieve clients' desired layouts
- Effectively identified and resolved WordPress-related issues

### IT Support Intern

Highlight

Jun 2022 – Nov 2022

New York, NY

- Maintain and troubleshoot hardware and software systems utilized by the agency's creative team
- Provide technical support to the agency team to ensure a smooth and uninterrupted internet connection during live streams and remote video shoots

### Hospitality

Multiple reputable restaurants (e.g. [Maison Pickle](#))

Feb 2019 – Jun 2022

New York, NY

- Provided exceptional customer service by managing the needs of up to 12 tables simultaneously
- Worked closely with the kitchen and bar teams to coordinate the preparation and delivery of food & beverages

### Computer Science Teacher

School #146

Sep 2016 - Aug 2018

Kyiv, Ukraine

- Employed inventive educational approaches like the Flipped Classroom model, Project-Based and Problem-Based Learning
- Established an inclusive and supportive classroom environment that promoted active student engagement and collaboration
- Utilized educational software and programming platforms to enhance students' practical applications

## PROJECTS

### Itinerator | [JavaScript](#), [React](#), [Redux](#), [MongoDB](#), [Express.js](#), [Google Maps API](#), [Git](#)

[LiveLink](#) | [GitHub](#)

- Developed a robust architecture using React, and efficiently managed global state with Redux
- Effectively employed Git branches to maintain structured and cohesive workflow within a team of engineers
- Utilized CSS methodologies such as Keyframes, Flexbox, and Hover to craft a visually appealing and user-friendly interface
- Engineered reusable components, and effectively utilized data from MongoDB by leveraging Node.js

### Steamer | [Ruby on Rails](#), [AWS S3](#), [JSON](#), [RESTful API](#), [PostgreSQL](#), [Node.js](#)

[LiveLink](#) | [GitHub](#)

- Harnessing the capabilities of JSON and PostgreSQL to efficiently store and exchange data
- Constructed efficient backend utilizing Ruby on Rails, ensuring smooth functionality and performance
- Utilized AWS S3 to store product images, ensuring reliable access, and efficient retrieval
- Implemented RESTful routes and capitalized on Active Record to enable full CRUD functionality

### Torque | [JavaScript](#), [Canvas API](#), [HTML5](#), [CSS3](#), [Webpack](#)

[LiveLink](#) | [GitHub](#)

- Leveraging the power of JavaScript, I built custom game logic with responsive controls, and challenging gameplay
- Employed the Canvas API to engineer smooth visual effects

## SKILLS

**Languages:** English, Ukrainian, Russian

**Programming Languages:** JavaScript, TypeScript, Ruby, Python, SQL (PostgreSQL), HTML/CSS

**Frameworks:** React, Express.js, Rails, WordPress

**Technologies:** Redux.js, Node.js, Next.js, Express.js, MongoDB, Webpack

**APIs and Dev Tools:** Git, Google Maps API, AWS S3, Canvas API, OpenAI API, VS Code, RESTful API