Anton James

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



PROJECTS

Blue&Yellow (Donations Portal)

LiveLink 🗹

LiveLink 🗗

- Utilized Next.is SSR to optimize and reduce load time from 4.11 seconds to 2.13 seconds, thereby enhancing SEO.
- Increased donation revenue by over 80% through the integration of Stripe payment processing.
- Crafted a responsive design with Tailwind CSS, ensuring an optimal UX across diverse devices and slashing development
- Incorporating the Eventbrite API led to a 60% uptick in the number of users participating in the company's events.

Itenerator (Activity Recommender)

- Implemented Redux library, resulting in increased loading speed and reduction of database and Google Maps API calls, thereby resulting in savings of over \$24,000.
- Designed and implemented multiple React pages, including Itinerary List, Details, and Creation/Edition, leveraging React Router for seamless navigation. Achieved a 45% improvement in user satisfaction metrics.
- Boosted user experience by implementing CSS best practices, including Keyframes, Grid, and Hover.

Steamer (Video Game Store)

LiveLink 🗹

- Engineered robust Login/SignUp functionality leveraging Ruby and PostgreSQL, designed to efficiently store and manage user data, with the capability to accommodate up to 6,324,000 users.
- Employed Ruby on Rails framework for a full-stack web app, applying MVC architecture to save over 80 hours of SWE work.
- Utilized AWS S3 to store high-resolution images, effectively minimizing latency to 100–200 milliseconds and boosting scalability.
- Implemented X-CSRF-Token for reinforced security measures and controlled access restriction.

Torque (Fast-paced Racing Game)

LiveLink 🗹

- Implemented OOP principles to enhance code efficiency and scalability resulting in a time savings of 40 hours.
- **Crafted custom game physics** by employing *vanilla JavaScript* classes, event listeners, and asynchronous programming techniques.
- Leveraged the Canvas API to generate smooth visual effects.

WORK EXPERIENCE

Full-stack Software Developer Freelancer

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 OpenAl.
- Collaborated with a team of engineers to deploy and maintain an e-commerce platform catering to over **5,000 daily visitors**.
- Developed reusable React components, resulting in a timesaving of over 30 hours per project.

Software Engineer

Highlight NYC 06/2020 - 10/2022

New York, USA

Achievements/Tasks

- Took an active role in the development and upkeep of the company's professional website, resulting in a 40% increase in website traffic.
- Implemented pure JavaScript alongside jQuery to create a modern and interactive user interface, resulting in a 50% decrease in page load times.
- Contributed to various client projects, achieving a 95% on-time completion rate, ensuring client satisfaction and project

Computer Science Teacher Public School

09/2016 - 08/2018

Kviv, 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