Anton James
http://www.antonjames.dev

Email : anton.james.ja@gmail.com
Mobile : +1-212-300-3439

EDUCATION

App Academy (top software engineering bootcamp with 3% acceptance rate) — New York, NY
Software engineering — *Mar 2023 – Jul 2023*

National Pedagogical Dragomanov University — Kyiv, Ukraine
Master in Mathematics and Computer Science — *Sep 2009 – Jul 2015*

EXPERIENCE

Software Engineer Freelancer — Nov 2021 – Present
(e.g. Tviy-posud.store) — *New York, NY*
- Employed WooCommerce plagin 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 — Jun 2022 – Nov 2022
Highlight — *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 — Feb 2019 – Jun 2022
Multiple reputable restaurants (e.g. Maison Pickle) — *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 — Sep 2016 - Aug 2018
School #146 — *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, Ruby, Python, SQL (PostgresQL), HTML/CSS
Frameworks: React, Express.js, Rails, WordPress
Technologies: Redux.js, Node.js, Express.js, MongoDB, Webpack
APIs and Dev Tools: Git, Google Maps API, AWS S3, Canvas API, VS Code, RESTful API