Anton James

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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

Freelance Nov 2021 – Feb 2023
help-and-partnership.org.ua | tviy-posud.store *New York, NY*
- Specialize in WordPress development, creating custom themes, plugins, and functionality to meet client requirements

Intern Jun 2021 – Nov 2021
Highlight *New York, NY*
- Assist in maintaining and troubleshooting hardware and software systems used by the agency's creative team
- Collaborate with the IT team to provide technical support to agency staff, addressing software and hardware issues

Hospitality Feb 2019 – May 2021
Multiple reputable restaurants (ex. Maison Pickle) *New York, NY*
- Provided exceptional customer service by managing the needs of up to 12 tables simultaneously
- Collaborated with kitchen and bar teams to synchronize the preparation and delivery of food & beverages
- Successfully resolved customer complaints or issues, utilizing strong problem-solving skills

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 to foster interactive and practical learning
- Established an inclusive and supportive classroom atmosphere that promoted active student engagement and collaborative involvement in computer science projects
- Utilized educational software and programming platforms to enhance student engagement and 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: Ukrainian, Russian, English
Programming Languages: JavaScript, HTML/CSS, Ruby, Python, SQL (PostgresQL)
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