

Anton James

Software Engineer

Seasoned Software Engineer. Skilled in technical proficiency, clear communication, and adept problem-solving, I approach every challenge with a focus on delivering tangible results.

✉ 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 an optimal UX across diverse devices and screen sizes.
- Increased donations in 160% by effectively integrating Stripe payment processing.
- Built reusable React components to save 10+ hours of development per week.

Steamer (Video Game Store)

LiveLink [🔗](#)

- Developed complete login/sign-in functionality, utilizing PostgreSQL's capabilities.
- Employed Ruby on Rails, resulting in improved scalability and a savings of 50+ hours in development time.
- Realized a 40% improvement in load speed by leveraging AWS S3 for storing high-quality images.
- 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.
- Attained a modern and visually appealing design by employing CSS best practices, including Keyframes, Grid, and Flexbox.

Torque (Fast-paced Racing Game)

LiveLink [🔗](#)

- Crafted custom game physics and challenging gameplay by employing vanilla JavaScript.
- Leveraged the Canvas API to generate smooth visual effects, resulting in increased user engagement.
- Saved over 10 hours of development time and enhanced code efficiency by implementing OOP principles.

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

TypeScript

HTML5

CSS3

Python

Ruby on Rails

Tailwind CSS

React.js

Redux

Next.js

AWS S3

SQL

PostgreSQL

Express.js

Golang

MongoDB

RESTful API

OpenAI API

Git

Node.js

WORK EXPERIENCE

Software Engineer

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.
- Increased chatbot usage by 65% through the development of an app integrated with OpenAI.
- 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.