

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

JavaScript

React

Ruby on Rails

Python

Next.js

HTML5

CSS3

Tailwind CSS

Redux.js

AWS S3

PostgreSQL

MongoDB

RESTful APIs

Express.js

Node.js

Git

Canvas & ThreeJS

PROJECTS

Blue&Yellow (Donations Portal) [LiveLink](#)

- Utilized Next.js 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 time **by 60 hours**.
- Incorporating the Eventbrite API led to a **60% uptick** in the number of users participating in the company's events.

Itenerator (Activity Recommender) [LiveLink](#)

- 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.
- 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 to successfully develop and deliver a functional website for donations within a tight **two-week timeframe**.
- Increased chatbot usage by 32%** through the development of an app integrated with OpenAI.
- Collaborated with a team of engineers to deploy and maintain an e-commerce platform catering to **over 5,000 daily visitors**.

Software Engineer Highlight NYC

06/2021 - 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**.
- Developed reusable React components, resulting in a time-saving of **over 30 hours per project**.

Computer Science Teacher Public School

09/2016 - 08/2018

Kyiv, 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