

Anthony S Protho

Entry Software Engineer

[LinkedIn.com/in/ant-protho](https://www.linkedin.com/in/ant-protho) • [GitHub.com/MakeMeSenpai](https://github.com/MakeMeSenpai) • makemesenpai.github.io/Ant_World/

EDUCATION

Dominican University of California, San Rafael, CA
B.S. in Applied Computer Science (2021)

SKILLS

Fluent: JavaScript, Python. Proficient: Typescript, APIs, C/C++. Prior Experience: noSQL/SQL, GraphQL, Swift, GoLang.

APPLICATIONS BUILT

Trilliant.ai San Francisco, CA (Remote)
React.js - *Git Master/Design Lead* Aug 2020 - Dec 2020

- Collaborated with a team of 4 to design and scale a company website, updating it to create clean design meeting the client's needs.
- Contributed to the website's search algorithm using tags and filters to help users search the website's catalog. Managed all commits to the repository.

Knuckles (Python, PyGame - *Backend Developer*)

- Introduced Software based UI/UX using TKinter and PyGame, to give users an interactive experience, allowing users to create their own mazes.
- Formulated an A* Pathfinder which improves on Dijkstra's by finding a solution to the user's maze faster.

C.H.D. (C++, Audrino - *Hardware Engineer*)

- Built CHD (pronounced Chad), inspired by a personal interest in hardware, through hacking Christmas lights enabling them to flash to the beat of music.
- Scoped and prioritized project requirements and deadlines to ensure the 2 week deadline was met.

EXPERIENCE

Avina Campus Philadelphia, PA (Remote)
Front End Lead - *Early Employee* March 2021 - Current

- During web development, Implemented adjustments to legacy code and designs resulting in 120 more clicks per day on catalog items, on one of many pages I added to the website.
- Organized Technical front-end plan implemented by the team by searching for bugs and creating an easy way for everyone to manage tasks in international time zones resulting in a promotion to Front End Lead.

Make School San Francisco, CA (Remote)
Front End Web - *Teacher Assistant* Aug 2020 - Jan 2021

- Promoted a class of 240 students' growth by helping them develop and debug their engineering projects - which were in an abundance of different technologies such as HTML, CSS, Bootstrap, SASS/SCSS, Node.js, Python, Django, MongoDB, and Flask.
- Improved comprehension of programming concepts preventing 5 students from failing their courses by reviewing, and teaching computer science concepts.