Anthony S Protho

Cloud Solutions Engineer

[makemesenpai.github.io/Ant\_World/](https://makemesenpai.github.io/Ant_World/) ● [LinkedIn.com/in/ant-protho](https://linkedin.com/in/ant-protho) ● G[itHub.com/MakeMeSenpai](https://github.com/MakeMeSenpai)

**EDUCATION**

The Dominican University of California, San Rafael, CA (Temporarily Remote)

*Bachelor’s Degree in Applied Science in Computer Engineering (2021)*

**SKILLS**

*Proficient:* Python, DocuSign CLM. | *Intermediate:* Typescript, APIs, C. | *Experience:* NoSQL/SQL, GraphQL, Swift, GoLang.

**EXPERIENCE**

Stria LLC Bakersfield, CA

Cloud Solutions Engineer - *CLM* Mar 2022 - currently

* Completed training faster than anyone in the 17 year history of the company earning my DocuSign CLM Implementation with Salesforce Accreditation and continue to impress clients with my accelerated completion of tasks.
* Worked directly with eight industries leading meetings in PM’s place using practical attention to detail and best practices to develop advance workflows in UAT to Production. Updating systems via Post-Go-Live, User Feedback, and Data Analysis.

Avina Campus Philadelphia, PA (Remote)

Front End Lead - *Early Employee* Mar 2021 - July 2021

* Implemented adjustments to legacy code and designs resulting in 100+ bug fixes and shortening the expected product release date by 3 months (for user testing), resulting in a promotion to Front End Lead.
* Working closely with the EdTech Co-owners, organized and developed project plans, creating an easy way for our engineers to coordinate tasks in international time zones, and was offered the CFO position.

Make School San Francisco, CA (Temporarily 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.

**APPLICATIONS BUILT**

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 design 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 the music.
* Scoped and prioritized project requirements and deadlines to ensure the 2-week deadline was met.