

Anthony Akor

<https://github.com/aakorGithub/> | <https://www.linkedin.com/in/anthonyv-akor/> | anthonyvkor70@gmail.com

Work Experience

Software Developer

Reality Ai Lab

Dec 2024 - Present

- Developed and refined full-stack architectures for Marvel AI and Sky AI, supporting a **50% increase in user engagement** through intuitive ReactJS front ends and scalable Node.js/Python back-ends.
- Deployed and optimized applications on Google Cloud Run, achieving **99.9% uptime** and reducing load times by **20%**, ensuring real-time responsiveness.
- Managed structured and unstructured data (Firestore, Redis), resulting in a **30% improvement in data retrieval speeds** for AI workflows.
- Implemented CI/CD pipelines via GitHub Actions, **reducing deployment time by 15%**, and contributed to AI innovations like real-time recommendation systems.

Cod soft

Mar 2024 - Jul 2024

Software Engineer Intern

- Developed and deployed 3 web applications using JavaScript and React, **improving user engagement by 25%**.
- Collaborated with a team of 5 to optimize **existing codebases**, **reducing page load times by 30%**.
- Conducted testing and debugging on **various platforms**, **achieving a 98% bug-free rate before deployment**.
- Assisted in the implementation of **Agile methodologies**, **leading to a 15% increase in project delivery speed**.

Upwork

Feb 2021- Jul 2024

Software Engineer

- Engineered and maintained 10+ client-facing applications, **contributing to a 40% increase in client satisfaction scores**.
- Designed and **implemented RESTful APIs**, **improving data retrieval speeds by 50% and reducing server load**.
- Led a project team of 3 to enhance system security protocols, **resulting in a 100% compliance rate with industry standards**.
- Analyzed user feedback and performance metrics, facilitating iterative **improvements that boosted application performance by 35%**.

SpaceX

Propulsion Technician Hawthorne, CA

May 2020 - Nov 2023

- Utilized advanced software to monitor and analyze propulsion test data, **increasing test efficiency by 20%**.
- Collaborated with engineers to interpret data **and generate reports**, **enhancing the accuracy of test results by 15%**.
- Executed over 30 propulsion tests, ensuring adherence to **safety and quality standards with zero incidents**.
- Developed training materials for new technicians, **reducing onboarding time by 25% and improving team productivity**.

Education

Bachelor of Science, Computer Science California State University Fullerton, 3.4Gpa

Dec 2018

- Bachelor of Science Information Systems.
- California State University Dominguez Hills, 3.4GPA
- Languages:** C++, R programming, JavaScript, SQL
- Coursework:** Algorithms and Complexity, Data Structures, Object Oriented programming, Discrete Mathematics
- Coursework:** Networks, System Analysis and Design, Database Systems, Data Communications, Business programming

May 2024

Technical Skills

- PROGRAMMING LANGUAGES:** JavaScript, TypeScript, Python, C++, Sass, SQL, HTML5, CSS3
- FRAMEWORKS & LIBRARIES:** React, Node.js, jQuery, Bootstrap, CI/CD
- TOOLS & SOFTWARE:** MongoDB, Git, GitHub, AWS, Figma, Firebase
- Other Skills:** Excel, MS Excel, Data Visualization, Data Analysis

Projects

Database App

Aug 2023 - Dec 2022

- Developed a robust database application using Google Firebase for real-time data sync and SQL for efficient data querying and manipulation.
- Built an intuitive, responsive UI with HTML, CSS, JavaScript, and jQuery, enhancing user interaction and experience.
- Implemented secure user authentication via a POST method form that validated credentials against server-side data.
- Automated workflows by integrating Excel spreadsheets with Google Apps Script, streamlining operations and improving functionality.

Pac-Man

Dec 2024 – Jan 205

- Implemented core game logic and handled user inputs using JavaScript, creating a responsive and interactive gameplay experience.
- Enhanced type safety and maintainability by integrating Rescript into the codebase.
- Utilized data structures effectively: arrays for the game board, objects for entities, and queues to control ghost movement patterns.