

Anthony Akor

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Experience

Collabora Productivity - Software Engineer

Dec 2024 - Present

- Developed and enhanced collaborative front-end features using **HTML, CSS, and JavaScript**, improving responsiveness and accessibility by **30%**.
- Integrated **RESTful APIs** and real-time document editing, increasing session stability and sync performance by **40%**.
- Built and maintained **CI/CD pipelines** with GitHub Actions and Docker, reducing deployment time by **25%** and improving release reliability.
- Collaborated with global open-source contributors to deliver cross-browser compatible solutions, accelerating release cadence by **20%**.

Cod soft – Software Engineer Intern

Mar 2024 - Jul 2024

- 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 – Software Engineer

Feb 2021- Jul 2024

- 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

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

- Masters of Science, Computer Science, Northeastern University, Oakland CA** Aug 2025 - Present
- Bachelor of Science, Information Systems, California State University Dominguez Hills, Carson, CA 3.3 GPA** May 2024
- Programming Languages used in all Categories:** Java, C++, R programming, JavaScript, SQL, React, Python, Html5, CSS
- Coursework at Northeastern:** Fundamentals of CS, Discrete Structures, Systems/Algorithms, Object-Oriented Design
- Coursework at CSUDH:** Networks, System Analysis and Design, Database Systems, Data Communications

Technical Skills

- PROGRAMMING LANGUAGES:** Typescript/JavaScript, Java, Python, C/C++, R, SQL, HTML5, CSS3
- FRAMEWORKS & LIBRARIES:** React, Node.js, jQuery, Bootstrap
- DATABASES:** MySQL, PostgreSQL, MongoDB
- CONCEPTS:** Aws (S3, Route 53), Docker, GitHub Action, Agile, CI/CD Pipeline, TCP/IP
- Tools & Other Skills:** Git, Figma, MS Excel, MS Access, MS Project, Data Visualization, Data Analysis, System Design, RESTful API, Machine Learning, Netlify, Slack, Bash Scripting, Vs Code, IntelliJ IDEA

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 2025

- 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.