

Anthony Akor

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Experience

Collabora Productivity- Software Engineer -

Dec 2024 - Present

- Implemented interface and accessibility enhancements for 50,000+ active users, optimizing CSS and JavaScript to improve performance and consistency.
- Authored several pull requests and resolved high-priority issues, all merged within one week, reducing backlog and accelerating release cadence by 20%.
- Delivered responsive, cross-browser compatible solutions, ensuring consistent rendering across all major browsers.
- Contributed to code quality through peer reviews for 100+ global contributors, mentoring new contributors and enforcing best practices.

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.