# Anthony Akor

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## 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 (Firebase, 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, CA 3.4 GPA** **Dec 2018**

**Bachelor of Science Information Systems, California State University Dominguez Hills Carson, CA 3.03 GPA** **May 2024**

**App Academy Open, Online, Software Engineering, San Francisco CA** **May 2024 - Present**

- **Languages used in all Categories:** C++, R programming, JavaScript, SQL, React, Python, Html5, CSS
- **Coursework at CSUF:** Algorithms and Complexity, Data Structures, Object Oriented programming, Discrete Mathematics
- **Coursework at CSUDH:** Networks, System Analysis and Design, Database Systems, Data Communications, Business programming

## 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.