

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 (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, 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 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.