Anthony Akor
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WORK EXPERIENCE

Reality AI Lab   **Dec 2024 - Present**
Software Developer.   *Remote*
- *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*   *Remote*
- 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*   *Remote*
- 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   **May 2020 - Nov 2023**
- *Propulsion Technician*   *Hawthorne, CA*
- 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

- Bachelors *of Science, Computer Science*
- *California State University Fullerton,* 3.4Gpa   **Dec 2018**
- Bachelors of Science Business Admin, Information Systems.   **May 2024**
- 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

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

AWA Tech Info Systems   **Aug 2023 - Dec 2022**
- Built a robust database application utilizing Google Firebase for real-time data synchronization and SQL for efficient data querying and manipulation.
- Employed HTML, CSS, and JavaScript with jQuery to create an intuitive and responsive user interface, enhancing user interaction and experience.
- Implemented a user authentication form that collects email and password credentials using a POST method, allowing for secure sign-in and validation against server-side user data.
- Integrated Excel spreadsheets for data automation and utilized Google Aps Script for custom scripting, streamlining workflows and improving app functionality.

Pac-Man Video Game   **Dec 2024 – Jan 205**
- Implemented game logic and user input handling using JavaScript.
- Enhanced type safety and code maintainability with Rescript.
- Used arrays for the game board, objects for entities, and queues for ghost movement.