Anthony Akor

https://github.com/aakorGithub/ | https://www.linkedin.com/in/anthony-akor/ | anthonyakor70@gmail.com

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 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.