Anthony Akor

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EXPERIENCE

Collabora Productivity, Software Engineer   Dec 2024 - Present
- Developed and enhanced collaborative front-end features using **HTML, CSS, and JavaScript**, improving responsiveness and accessibility by **30%.**
- Integrated **RESTful APIs** and real-time document editing, increasing session stability and sync performance by **40%.**
- Built and maintained **CI/CD pipelines** with GitHub Actions and Docker, reducing deployment time by **25%** and improving release reliability.
- Collaborated with global open-source contributors to deliver cross-browser compatible solutions, accelerating release cadence by **20%.**

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 internal 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 hundred propulsion tests on flight component that was sent to the International Space Station, 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

Master of Science in Computer Science   May 2027
- Northeastern University, Oakland, CA
- Coursework: Object-Oriented Design, Algorithms, Discrete Structures, Systems Architecture.

Bachelors of Science in Information Systems   May 2024
- California State University, Dominguez Hills, Carson, CA
- Course work: Database Systems, Business Programming, Statistics, Networking, Adv Network Based Applications, Systems Analysis and Design, Data Communications, Firewall and Computer Network Security,

TECHNICAL SKILLS

- **PROGRAMMING LANGUAGES**: Typescript/JavaScript, Java, Python, C/C++, R, SQL, HTML, CSS
- **FRAMEWORKS & LIBRARIES**: React, Node.js, jQuery, Bootstrap
- **Databases:** MySQL, GraphQL, PostgreSQL, MongoDB, DynamoDB
- **Concepts/Devops:** Aws (S3, Route 53), Docker, GitHub Action, Agile, CI/CD, Networking, 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, Link   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, Link   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.

Portfolio, Link   Nov 2026 - Dec 2025
- Built responsive personal portfolio website with mobile-first design, ensuring optimal user experience across all devices and screen sizes Implemented contact form with client-side validation for email capture and inquiry management.
- Created interactive skills visualization using charts and graphs to showcase technical proficiencies.