

Anthony Barros

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Professional Experience

Versa Networks

May 2022 – August 2023

- Worked alongside a team of software engineers to **create UI components in React** for a saas webapp according to UX designs and requirements
- Drafted technical reports for management on ongoing and completed projects
- **Presented on technical projects to large groups**
- Worked on tight deadlines to convert Figma wireframes into actual user interfaces
- **Fixed hundreds of bugs** (Bugzilla) while developing new features and documentation

Education

Western University

2018 - 2025

Bachelor of Engineering Science with Co-op (Software Engineering Specialization 3.7 GPA)

- **Courses:** Data Structures and Algorithms, Operating Systems, Database Management Systems, Web Applications, Networking: Principles, Protocols and Architecture, Software Requirements and Analysis
- Clubs: Western engineering robotics, Western chess and go club
- Athletics: intramural soccer, intramural basketball, intramural softball
- **Western Business Accelerator:** Fall 2024 Cohort – MediQueue

Skills

Languages: JavaScript, HTML5, CSS3, Python

Technologies: React.js, jQuery, Express, Node.js, MySQL, MongoDB, Git, Tailwind, DaisyUI, Docker

Projects

UWO President's Challenge – 2nd Place

- Developed a **full-stack web-app using the MERN stack** that would allow ER patients to wait at home
- Collaborated with legal and healthcare specialists to develop an app that would limit liability
- Presented in front of Ontario Ministry of Health executives
- Prepared a detailed report on the problems inherent in lengthy wait times in Ontario ERs

Educational Institution Database Web App

- Worked in a team to **design and implement a relational database** given an educational institution
- Simplistic **full-stack website using React.js, Express.js, Node.js and MySQL** allows hypothetical users to request information regarding the different entities in an educational institution

Top-down Unity RPG

- Game **made entirely in Unity**, taking advantage of modern day game development tools
- Game satisfied functionalities including **hack-and-slash combat, exploration**, measurable character progress in the form of "experience" and "score" which is awarded according to in game actions. Also implemented a simple **inventory system** for the character.

Trading Bot with GUI

- **Built UI components using Tkinter**, the built-in GUI framework for python
- Interacts with two different **crypto currency exchange APIs** to automate buy and sell orders
- Includes functionality to change the current "strategy" being used to execute orders