

# ANTHONY PEÑA

Software Engineer

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<https://www.linkedin.com/in/anthonypena97/> | <https://anthonypena97.github.io/> | <https://github.com/anthonypena97>

## SKILLS

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JavaScript | React | Dart | Flutter | HTML | CSS | MySQL | Sequelize | MongoDB | Express.js | Node.js  
REST APIs | GraphQL | Three.js | Bloc | Webpack | Insomnia | Jest | AWS | Heroku | Git

## EDUCATION

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**Splice** Jun 2022 - Present  
Software Engineer Internship Remote

**University of Utah** Apr 2021 - Sept 2021  
Full Stack MERN Web Development Bootcamp Remote

- 'Most Useful' Award for [Weather Dashboard](#) Website
- 'Best Use of Technology' Award for [Offline Library](#) Full Stack Website

**Johns Hopkins University** Aug 2015 - May 2020  
Bachelors of Music in Computer Music Baltimore, MD

- 'Prix d'Ete' Second Place Award for [Simule](#) Max Program

## EXPERIENCE

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**Splice** Jun 2022 - Present  
Software Engineer Intern | [Audio Apps Team](#) Remote

- Fixed CoSo mobile application UI bugs using **Flutter/Dart** by managing user gesture hierarchy
- Refactored CoSo mobile application styling by implementing **Flutter** Material App Theme protocol
- Improved CoSo application responsiveness by creating a custom class for handling media breakpoints
- Increased visibility for cross-functional knowledge-share by writing additional team documentation
- Added **Segment** logic to CoSo Share Button in order to track user frequency of using share feature

**Freelance** Jan 2022 - Jun 2022  
Web Developer | [Gol](#) Remote

- Built a static website for an artist client using **HTML**, **CSS**, **JavaScript**, **jQuery**, and the **Web Audio API**
- Accessorized client needs with an open mind and recommended technology strategy
- Scoped feature work out and created additional tickets for bugs and enhancements within timeboxes
- Organized and led weekly remote sync meetings

**Moog Music Festival** Dec 2016 - Jun 2017  
Audio Engineer Intern | [Archival Department](#) Durham, NC

- Trained in a remote setting for 6 months with a small group for the recording of 167 live events within a 4 day period
- Converted analog audio to digital from a live board and captured it using the **Reaper** digital audio workstation
- Delivered sensitive data to a main server after packaging recorded material in specified format
- Communicated effectively across teams and departments during sensitive time-blocks in-between sessions

## PROJECTS

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**Team-Up** - <https://github.com/anthonypena97/team-up> | <https://protected-depths-21600.herokuapp.com/>  

- As a Back-End Engineer within an agile team, helped build a full stack social media application for gamers using **React**, **Express**, **Node.js**, **MongoDB**, **GraphQL**, **JSON Web Token**, and **Bcrypts.js**
- Developed and implemented **GraphQLs** schema, types, queries, mutations and resolvers into codebase.

**Offline Library** - <https://github.com/anthonypena97/spotify-library> | <https://offline-library.herokuapp.com/>  

- As a Full Stack Engineer within an agile team, helped build a website for saving Spotify playlists using **HTML**, **CSS**, **JavaScript**, **MySQL**, **Handlebars**, **Sequelize**, **Moment.js**, **jQuery** and the **Spotify Web API**
- Developed application API using **Express.js** for routes and **Sequelize** for Models and Types

**Virtual Gallery** - <https://github.com/anthonypena97/threejs-boilerplate> | <https://virtual-gallery.io/>  

- Solely built a website which renders an interactive 3D Model using **HTML**, **CSS**, **TypeScript**, **Three.js**, **Blender**, **Tween.js**, **Three.interactive**, **Webpack** and **GitHub Pages**.
- Executed outgoing idea and contributed to the innovation of Three.js by sharing and creating an open source boilerplate