

Anthony Pena

Software Engineer, with an interest in making interactive 3D web apps.

801-869-0637 | Brooklyn, NY | anthony.e.p3na@gmail.com
<https://www.linkedin.com/in/anthonypena97/> | <https://anthonypena97.github.io/> | <https://github.com/anthonypena97>

I am a Fullstack Web Developer with a Johns Hopkins University degree in Computer Music. I've worked across the technical stack during my time engineering from CSS to database, accruing skills in both front and back-end technologies, and I am able to quickly learn any language, technology, or framework. I bring a light-hearted attitude and am driven to accomplish any task no matter the scope or challenge. Through freelance work and self-directed projects I have come to understand the core concepts of object oriented programming, delivery of a minimum viable product, working within ci/cd and agile development, data structures, writing documentation, encryption, testing, deployment and performance. My portfolio demonstrates my aim towards quality and detail. As a developer with a background in the arts, I am excited about the opportunity to join your team!

TECHNICAL SKILLS

JavaScript | TypeScript | Python | HTML | CSS | SQL | MySQL | NoSQL | MongoDB | Express | Node | WebGL | RESTful APIs
GraphQL | Three.js | Webpack | React | Insomnia | Workbench | Jest | AWS | Heroku | GitHub | Adobe CC | Google Suite
English | Spanish

PROJECTS

Team-Up

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

MERN Full Stack Social Media Application for Gamers.

- Full Stack Developer
- HTML5, CSS, JavaScript, React, Express, Node, MongoDB, GraphQL, JSON Web Token, Bcrypt.js, Bootstrap, use-sound.js
- Served as a knowledgeable server-side developer in MongoDB and GraphQL being able to assist and mentor others in making database improvements before we had to deploy.

Offline Library

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

Full Stack Application for Saving Spotify Playlists.

- Lead Full Stack Developer
- HTML5, CSS3, JavaScript, MySQL, JawsDB, Local Storage, Moment.js, jQuery, Sequelize, Spotify Web API
- Demonstrated leadership by supporting my team with big picture goals in team task deliberation for both frontend and backend scopes, as well as assisting in troubleshooting code and frameworks.

Book Time

<https://github.com/anthonypena97/book-time> | <https://book-time-app.herokuapp.com/>

MERN Full Stack Website for Searching and Saving Books.

- Sole Full Stack Developer
- HTML5, CSS3, JavaScript, React, NoSQL, MongoDB, Mongoose, Express, GraphQL, JSON Web Token, Google Books API
- Ensured the encryption of sensitive user data using Bcrypt.js and JSON Web Tokens.

Virtual Gallery

<https://github.com/anthonypena97/brasil-fuerte> | <https://totopena.gallery/>

Interactive Virtual Gallery Webpage - Experimentation with Rendering 3D Models on the Web.

- Frontend Developer

- HTML5, CSS3, TypeScript, Three.js, Blender, Tween.js, Three.Interactive, Webpack
- Executed an outgoing idea while contributing to the innovation of Three.js by creating an open source boilerplate.

EXPERIENCE

Full Stack Web Developer

Apr 2021 - Present

Freelance | Salt Lake City, UT

Currently working with **3 Clients**; a New York Poetry Club, an Artist's thesis project, and a high end Vintage company. I consult with the client in designing the software architecture that better suits their need of access, and delivery of product. We conduct weekly meetings to remain accountable to progress, present and explain the work accomplished and outline the following tasks needed by the next meeting. I strive to be open minded by programming creative solutions to the client's original vision and goals - I do so by preparing to learn any framework or technology that might be available no matter my previous experience. As well, my work includes maintaining the site, improving its performance, and creating bug fixing tickets for myself.

Key Accomplishments:

- Ambitiously approached projects, resulting in **2 awards**
- Cooperatively led two agile teams
- Reliable in safeguarding the integrity of artists and clients original vision.
- Attended weekly SCRUM meetings

Audio Archival Intern

Dec 2016 - Jun 2017

Moog Music Festival | Durham, NC

Trained in a remote setting for 6 months, with a small team. Captured analog signal from a live board and converted to a digital file. Delivered sensitive data to a main server. Required to communicate effectively during time sensitive tasks.

Key Accomplishments:

- Efficiently recorded **167 events** within a **4 day period**.
- Successful in the need to collaborate across various departments.

Audio Engineer

Sept 2015 - May 2018

Peabody Recording Arts Studios | Baltimore, MD

Engineered recording sessions for on-site events and studio sessions. Followed studio protocols and templates. Mixed audio for project delivery. Performed digital packaging of final product for client, server storage, and library archives. Repaired department electronic equipment.

Key Accomplishments:

- Consistent in recording on-site events, resulting in **72 events** captured, packaged, and delivered.
- Diligently followed studio protocol and best practices to ensure highest quality of audio

EDUCATION

Johns Hopkins University | Bachelor of Music in Computer Music

May 2020

- GPA: 3.3/4.0

CERTIFICATES

University of Utah | Certificate in Full Stack Web Development

Sept. 2021

- GPA: 4.0/4.0

Harvard University | Certificate in Introduction to Computer Science

In Progress