# Darwood Antoine

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## TECHNICAL SKILLS:

**Programming Languages:**  JavaScript / TypeScript | C# | Java | Python |HTML | CSS | SQL
**Programming Frameworks/Libraries:**  Angular | React | .Net Core | Spring | Express Js | Mongoose
**Tools:** Git | DataDog | Jira | Agile | Postman | Rapid7

## WORK EXPERIENCE:

*Software Engineer*: **ZoomInfo**, Waltham, MA Hybrid                                        June 2022 – January 2023
- Responsible for software maintenance across the codebase. In the 90th percentile of time to complete tickets in a department with 70+ developers
- Built front facing features to enhance client experience
- Monitored performance and implemented solutions to optimize high traffic APIs. For example, I reduced a heavily used endpoint's traffic by at least 20%

*Software Engineer*: **Greenstand**, Remote  (Charity)                                        May 2022 – July 2022
- Volunteered an average of 8-10 hours a week as a front-end developer working on the admin-panel team.
- Contributed to solving bugs in the code base
- Assisted in building features making admin work easier

*Software Engineering Apprentice*: **General Assembly**, Remote                    January 2022 – April 2022
A 12-week 420+ hour immersive program focusing on software engineering and implementing computer science fundamentals. Built responsive full stack applications in numerous languages and stacks using both relational and nonrelational databases.

*Front Desk Manager*: **McGarr Security**, Boston, MA                                        June 2018 – January 2022
- Assisted visitors and employees upon arrival and departure to GBH building
- Conducted building patrols to ensure safety standards and security of the facility
- Assisted employees with various safety and security needs and cleaners with miscellaneous tasks such as office lock outs, and escorting individuals to their car.

## SELECT DEVELOPMENT EXPERIENCE :

Arc Arcade:                                                                                                            April 2022
Developed an arcade site with Java/Spring Boot, React, and Node JS. The site has online multiplayer Tic-tac-toe and another game that posts top scores on a leaderboard. It also contains instant chat messaging and a full CRUD section for posts.

Pokémon Search Page:                                                                                          May 2021
Developed a webpage that uses the PokeApi API to request multiple pieces of information for specific Pokémon. Contains a random generator and a search function created using HTML, CSS, JS (DOM, API).

## EDUCATION:

**General Assembly:** Online
*Software Engineering Immersion Program*                                                    January 2022 – April 2022

**Udemy Developer Bootcamp:** Online
*Full stack developer course*                                                                                  March 2021

**Newbury College:** Brookline, MA
*Bachelor of Science in Sport Management*                                                        May 2018