

Darwood Antoine

Brockton, MA (857)-251-9180

darwooda@gmail.com | <https://kidwizard42.github.io/Portfolio/> | <https://github.com/kidwizard42> | www.linkedin.com/in/darwoodantoine

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 of 70+ developers
- Built front facing features to enhance client experience using Angular 13+, .NET Core 3.1, and MSSQL, hosted on AWS and GCP
- Strengthened the code base by providing code reviews and refining tests
- Took ownership of personal development by submitting quarterly progress plans with actionable steps and setting up reviews for accountability
- 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.
- Investigated high impact bugs and removed them from the code base
- Formed new 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

- Trained new hires on company practices and the specifics of individual sites
- Designed and implemented building patrols to ensure safety standards and security of facilities
- Oversaw employee and visitor entries and exits through designated checkpoints

SELECT DEVELOPMENT EXPERIENCE :

Arc Arcade: <https://murmuring-bayou-78293.herokuapp.com/> 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 saves top scores to a database. It also contains instant chat messaging and a full CRUD section for posts.

Mini Trello Clone: <https://github.com/jrkozak92/Project-4-Front-End> March 2022

Worked in a team of three to develop a CRUD "to-do" app made with Django on the back end and React on the front end. User auth is handled using Django. Contains instant chat messaging from socket.io (made with node JS). Each user can manipulate a global to do list but also can create multiple of their own that only they can manipulate.

Social Media Site: https://github.com/kishanraja1/Social_Media_Site_FE February 2022

Collaborated with another software engineer to create a CRUD social media site that allows users to log in and post and like/dislike posts. Users can only edit their posts and only get one like or dislike per post. The site has sessions authorization for security. Made with react, express, mongoose, mongo, and MUI.

Pokémon Search Page: <https://kidwizard42.github.io/Pokemon-search-API/> 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, APIS).

SKILLS:

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Front-end development: Angular | React | JavaScript / TypeScript | responsive design | HTML | CSS | jQuery

Back-end development: C# | .Net Core | Java | Python | Spring | Nodejs | Express Js | Mongoose

Miscellaneous : Git | DataDog | Jira | Agile | Rapid7 | Jenkins | MSSQL | MongoDB | PostgreSQL | MVC

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