# Anthony Ostia

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Innovative and goal-oriented Software Engineer with expertise in designing scalable, efficient systems and leading cross-functional teams. Proficient in modern web technologies and backend development, with extensive experience in reducing latency, improving user engagement, and delivering high-impact software solutions.

## Education

**University of California San Diego** - Bachelor of Science in Cognitive Science with Specialization in Machine Learning and Neural Computation

## Professional Experience

**Web Development & Design Expert**, Mercor Intelligence                                    Feb 2025
- Evaluate up to 7 web applications per task, focusing on categories such as functionality, performance, user experience, and accessibility before giving an overall rating.
- Complete 6-8 evaluation tasks within a 4-hour period, ensuring thorough and accurate assessments.
- Create highly detailed prompts for generating complex full-stack web applications, emphasizing realistic project requirements.
- Verify the difficulty of prompts by running them through LLM-based development models and analyzing the generated output.
- Collaborate with fellow experts by asking and answering technical questions to improve evaluation standards and prompt engineering quality.

**Software Engineer Project Lead**, Oceanside Perspective                                    May 2024
- Increased user engagement by 40% through implementation of animations, skeleton screens, and seamless visual transitions.
- Improved search functionality to reduce query response time by 30%, leveraging TypeScript and Supabase optimizations.
- Spearheaded a codebase refactor to eliminate redundancy and improve work efficiency by 50%, converting legacy code to TypeScript.
- Directed a team of 3-6 developers, creating detailed agile stories, prioritizing tasks, and ensuring timely delivery.
- **Technologies**: TypeScript, Next.js, Supabase, Tailwind CSS, Vercel, ChatGPT, GitHub Copilot

**Software Engineer II**, NZero                                    September 2021 – March 2024
- Designed and delivered a new data management platform that increased data accessibility and usability for customers by 40%.
- Streamlined API performance with Ruby, reducing data transmission times by 50% and improving front-end responsiveness.
- Enhanced codebase stability with 55% fewer breakages by designing robust test cases and comprehensive documentation.
- Partnered with 5+ stakeholders to refine requirements, build proofs of concept, and deliver high-quality solutions.
- **Technologies**: JavaScript, TypeScript, React, Ruby on Rails, PostgreSQL, Node.js, ChatGPT, GitHub Copilot

## Projects

**Project Manager**, Triton XR                                    October 2019 – June 2020
- Recruited project members and managed a team of 3-5 engineers to develop various game mechanics, design characters, and model assets
- Developed gameplay mechanics, including cutting, mixing, and stirring, to simulate interactive cooking experiences.
- Optimized locomotion behavior for game characters to create fluid and natural user experiences.
- **Technologies**: C#, Unity Engine

## Skills

**Languages** JavaScript, Typescript, Python, C#, Ruby, Java, SQL, Rust

**Technologies** React, Redux, Ruby on Rails, Node, PostgreSQL, MongoDB, Supabase, Microsoft SQL Server, Git, Docker, Heroku, AWS, Tailwind CSS, Material UI, Figma, Unity Engine, ChatGPT, Claude, GitHub Copilot