

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

- Assess the functionality, usability, and visual appeal of web applications to ensure high-quality user experiences.
- Develop structured prompt ideas and grading criteria to evaluate web applications effectively.
- 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