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 Application Evaluation Engineer, Mercor Intelligence   Feb 2025 – Present
- Built and modified web applications to test model behavior and identify performance or design limitations.
- Created and documented visual UI/UX defects to support dataset generation for model training and improvement.
- Collaborated asynchronously with a distributed team of engineers and designers to refine evaluation frameworks and resolve ambiguous rubric interpretations.
- Contributed to the development of prompt libraries and task collections used to benchmark frontier AI model capabilities.

Lead Software Development Engineer, Oceanside Perspective   May 2024 - Present
- Increased user engagement by 20% through implementation of animations, skeleton screens, and seamless visual transitions.
- Improved search functionality to reduce query response time by 25%, leveraging TypeScript and Supabase optimizations.
- Spearheaded a codebase refactor to eliminate redundancy and improve work efficiency by 20%, converting legacy code to TypeScript.
- Directed a team of 3-6 developers, creating detailed agile stories, prioritizing tasks, and ensuring timely delivery.

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 30%.
- Streamlined API performance with Ruby, reducing data transmission times by 15% and improving front-end responsiveness.
- Enhanced codebase stability with 25% fewer breakages by designing 100+ robust test cases and comprehensive documentation.
- Partnered with product, design, and external stakeholders to turn requirements into shipped features.

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.

Skills

Languages & Runtime: TypeScript, JavaScript, Ruby, Python, C#, Java, SQL, Rust

Frameworks & Libraries: React, Next.js, Node.js, Ruby on Rails, Unity Engine

Databases & Cloud: PostgreSQL, Supabase, MongoDB, AWS, Docker, Vercel

Process & Tooling: Git, GitHub Actions, Jira, Figma, Tailwind CSS, Material UI