ANTHONY OSTIA

Baldwin Park, CA • (626)727-0002 • aostia@msn.com • https://linkedin.com/in/aostia • https://github.com/meximanian

SOFTWARE ENGINEER

Leading project teams in successful implementations to meet company goals and objectives.

Analytical, insightful, collaborative Software Engineer with proven ability to effectively bridge the gap between business and technical communications; translates business needs into software requirements and analyzes, interprets, and presents data clearly and concisely to drive business decisions. Works collaboratively across functions and with internal stakeholders to resolve software and business challenges, focusing on customer satisfaction. Builds relationships cross-functionally with internal customers, coworkers, and senior leaders. Takes the initiative to understand systems and complex processes; committed to removing barriers to success. High business acumen; communicates effectively and with transparency. Successfully and consistently presents ideas and solution updates to key stakeholders and senior leadership.

- Programming Languages (JavaScript, TypeScript, Python, C#, Ruby, Java)
- Core Web Skills (HTML, CSS)
- Frontend Frameworks (React.js, Next.js)
- Backend Frameworks (Fast API, Ruby on Rails, Node.js)
- Database Management (PostgreSQL, MongoDB)
- CSS Frameworks (Tailwind CSS, Material UI, Bootstrap)

➢ *Familiar with all aspects of software life cycle, including creating, maintaining, improving, and deleting.*
➢ *Proficient in web-based and application programming and software.*
➢ *Strong grasp of algorithms, data structures, debugging, and problem-solving abilities.*

Professional Experience

2024-Current, Software Engineer Project Lead, Oceanside Perspective, San Diego, CA

Worked on the non-profit learning platform created to integrate classic concepts and modern technology by building an intellectual bridge and connecting multi-generational thought leaders. Integrated professional experience into the volunteer culture and created an optimized, organized team with KPIs and best practices, facilitating meetings and leading the junior volunteers on the project to enhance the platform's front end.

- *Revamped website to highlight video logs and existing content*
- *Modified and enhanced search functionality, ultimately resulting in quicker load times of content retrieval*
- *Identified and decreased bugs and leakage*
- *Drove development projects to evolve the platform and project*
- *Utilized the following programs: JavaScript, Typescript, HTML, CSS, Next.js, Supabase, Tailwind CSS*

2021-2024 Software Engineer II, NZero

NZero is a real-time data decarbonization platform for sustainability leaders focusing on performance tracking and delivering a carbon ROI.

Hired on the spot during an interview with the CEO and promoted within the company twice. Contributed work toward winning Business Intelligence Group Small Business of the Year Award, 2023; Business Intelligence Sustainability Product of the Year, 2022; Time Magazine Best Inventions, 2022. Fostered an inclusive team environment in a remote workplace by taking the lead in implementing a program that encouraged one on one meetings across the business. Increased participation by 150%. Led and prioritized collaborative team feedback sessions for accurate processing, ideal results, and eliminating barriers to execution. Exited the company due to a mass layoff.

- *Facilitated a new data management page by precisely outlining the roadmap and writing detailed tickets to provide an efficient work structure*
- *Work directly with business stakeholders to refine requirements, iterate and finalize design, deliver working proofs of concept, and develop final data solutions*
- *Created new Ruby resource files that allowed the API to send expected data to the front end, simplifying the process and enhancing load time by 50%*
- *Designed a user-friendly web interface that allowed customers to upload, search, and manage their data*
- *Utilized Material UI to create reusable React function components that implemented structured code techniques*
- *Decreased the frequency of code breakages by 55% by creating software tests and documenting findings*
- *Refactored fragile TypeScript code to clean the application for optimal performance, improving systems performance by 70%*
- *Utilized the following programs: JavaScript, TypeScript, HTML, CSS, React.js, Ruby, Ruby on Rails, Node.js, PostgreSQL, Material UI*

Projects

2020-2021, Software Engineer, Streamer Reality, Remote

Participated in software design, implementation, and creation of unit testing utilizing inverse kinematics tracking a person into a virtual avatar. Ensured variable joint parameters, end-effector positions, and orientations of serial chain manipulator were accurate.

- *Researched inverse kinematics and VR Unity packages to evaluate and recommend implementation*
- *Developed a Unity scene, adding cameras that could be removed, moved, and focus adjusted*
- *Collaborated with peers and maintained flexibility on domain ownership as business priorities evolved*
- *Utilized my C# skills and worked on a variety of projects utilizing Unity*

2018-2020, Project Manager, Triton XR, UCSD

Led the Food Quest project that introduced virtual reality to nutrition, teaching users how to nourish themselves through nutrition. Facilitated meetings, provided guidance and feedback to the team, and was responsible for ensuring deadlines were met.

- *Extracted and transformed disparate data into actionable insights*
- *Developed rage, fireball, and ice ball mechanics for various classes*
- *Created cutting, mixing, and stirring mechanics that allowed the player to cook virtually*
- *Delegated project members on specific tasks and various mechanics, such as model creations for the monsters and food products*
- *Utilized C# to model enemy movement and attacking behavior for boss monster*

"Anthony's knack for picking up new technologies and immediately applying them to our projects has been invaluable, often leading to robust and innovative solutions. His dedication to crafting pixel-perfect components has set a high standard for quality within our team, making his work a reliable foundation for our engineering efforts(...) Anthony's combination of technical excellence and commitment to community makes him a standout person." – Matthew M., Software Engineer, NZero

"Anthony is a hard-working, fast-learning, dedicated, and dependable frontend engineer who is on his way to becoming a powerhouse. He never shies away from a challenge, and has stepped up time and time again to tackle complicated work including refactoring fragile code, upgrading routing, implementing app redesigns, and quickly delivering new features(…)He has a very bright future and is the self-driven developer you'll want on your team." Adam K., Engineering Leader, NZero

Education

Bachelor of Science: Cognitive Science with Specialization in Machine Learning and Neural Computation| University of CA, San Diego