

Anthony Ostia

Baldwin Park, CA | (626)727-0002 | aostia@msn.com | <https://www.linkedin.com/in/aostia> | <https://www.github.com/maroonedace>

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 – Present

- 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.
- Conducted manual UI/UX quality assurance testing to evaluate design system robustness.
- 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 - 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