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

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

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

Projects

Software Engineer, Streamer Reality   August 2020 – February 2021
- Researched and implemented inverse kinematics solutions in Unity for enhanced VR functionality.
- Designed an interactive Unity scene supporting adaptive camera perspectives for up to 5 viewpoints.
- Collaborated with peers to adapt to changing priorities while maintaining high-quality output.
- **Technologies**: C#, Unity Engine

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

Technologies React, Redux, Ruby on Rails, Node, PostgreSQL, MongoDB, Supabase, Git, Docker, Heroku, AWS, Tailwind CSS, Material UI, Unity Engine