

Anton Strickland

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PROFESSIONAL SUMMARY

Reliable, hardworking, and motivated self-starter, eager to leverage my strong analytical and technical skills to create a meaningful impact in a technology-focused role.

EDUCATION

Missouri University of Science & Technology – **B.S., Computer Science, 2016**

WORK SKILLS

- Leadership
- Team Collaboration
- Problem-Solving
- Time Management
- Attention to Detail
- Project Management
- Critical Thinking
- Strategic Planning
- Strong Work Ethic
- Communication Skills

COMPUTER SKILLS

C++, C#, Python, JavaScript, SQL, SSRS, HTML, CSS, VBA, PowerShell, ASP .NET, XML

React, Next.js, MongoDB, Material UI, NPM, AWS, S3, CI/CD, UI/UX, Bootstrap, WordPress, Shopify

Windows, Mac, Linux, Visual Studio, VS Code, Azure, Git, GitHub, Postman, Trello, Jira, SDLC, Agile

Microsoft Office, Google Suite, Adobe Creative Suite, VMware, Troubleshooting, Networking

WORK EXPERIENCE

Freelance Software Developer, Self Employed

03/2021 – Present

- Designs and develops games, websites, and apps using JavaScript (MERN stack) and Python.
- Consults with clients to analyze business requirements and deliver software solutions.
- Stays up-to-date on emerging technology trends, such as blockchain and AI

Application Support Programmer, Madison County IL Government

02/2019 – 07/2020

- Developed and maintained websites and applications using C# .NET, Python, and SQL Server.
- Automated processes via VBA and PowerShell scripts, saving money and improving efficiency.
- Collaborated with stakeholders to understand their needs and wrote clear documentation.
- Provided IT support, helping users with technical issues both over the phone and in person.

Independent Game Developer, Self Employed

07/2011 – 02/2019

- Designed and developed more than 5 games in C++, Unity C#, and Python to positive reviews
- Built a custom cross-platform C++ game engine using SDL2 and OpenGL and shipped a game
- Managed cross-functional team members remotely to complete award-winning projects.