

Anton Strickland

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Professional Summary

Experienced software developer with a professional background in database management and application support.

Work Experience

Full-Stack Developer, Self-Employed – Remote

Mar 2021 – Present

- Develops full-stack web applications using JavaScript, React, Next.js, TailwindCSS, and MongoDB.
- Creates Python scripts for automation and workflow optimization, saving hours of rote work.
- Designs and implements custom React components for dynamic forms, data visualizations, and modular UI layouts.
- Develops seamless user authentication flows, handling session management, API security, and database interactions.
- Optimizes CRUD-based admin dashboards, enhancing data accessibility, operational efficiency, and user experience.
- Implements database-driven RESTful APIs to power SaaS products, real-time data processing, and business automation.
- Ensures data security and regulatory compliance by implementing end-to-end encryption across secure web applications.
- Consults with non-technical clients to analyze business requirements and deliver software solutions.

Application Support Programmer, Madison County Government – Edwardsville, IL

Feb 2019 – Jul 2020

- Created and maintained many internal and external responsive web applications using C# ASP.NET, JavaScript, Python, ArcGIS, and SQL Server 2016, improving government efficiency and saving thousands of taxpayer dollars.
- Automated manual workflows via Python, VBA, and PowerShell scripts, saving time and improving efficiency.
- Refactored existing code to modern standards and implemented encryption protocols to secure sensitive user data.
- Wrote clear and concise technical documentation, procedural guidelines, reports, and presentations.
- Collaborated with stakeholders across multiple departments to gather and implement project requirements.
- Provided application and IT support by communicating with non-technical users over the phone and in-person.

Game Developer, Goldbar Games – Remote

Jul 2011 – Feb 2019

- Designed and built a custom cross-platform game engine using C++, SDL2, and OpenGL, and shipped a game with it.
- Developed multiple games using Unity C# for PC and mobile, with physics, procedural generation, and pathfinding AI.
- Communicated and remotely collaborated with non-technical contractors to successfully build and ship games.

Relevant Projects

Madison County Vendor Registration Portal

Feb 2019 – Sep 2019

- Designed and developed a secure vendor portal for bid contract management using C# ASP .NET and SQL Server 2016
- Implemented automated RFP submission, reducing administrative workload and improving efficiency.
- Integrated user authentication and document upload features, enhancing security and compliance.

Madison County Inventory Management System

Mar 2019 – Sep 2019

- Designed and developed an internal web application for managing inventory count and purchasing transactions.
- Tracked purchases from all organization employees across departments using C# .NET and SQL Server 2016.
- Exported a variety of PDF reports for all transactions and inventory counts using SQL Server Reporting Services.
- Admin dashboard allowed for easy adding and removing of items and updating of product information.

Mystery Game Database

Mar 2024 – Oct 2024

- Designed and developed a public interactive database of mystery-themed video games using React and MongoDB.
- Verified users can register to rate and tag games, search using filters, organize lists of games, and suggest new games.
- Admin dashboard allowed for easy adding and removing of games, exporting of reports, and visualization of analytics.

Skills

Languages: C++, C#, Python, JavaScript, Solidity, VB, HTML, CSS

Databases: SQL, T-SQL, MySQL, Relational Databases, MongoDB

Libraries: AWS (S3), OpenAI, PIL, Numpy, CV2, BeautifulSoup, tkInter, ffmpeg, OpenGL, SDL2, glm, GLFW, Web3.js

Tools: Microsoft Office (Word, Excel, PowerPoint), PowerShell, Unix, Docker, Visual Studio, VS Code, Git, make, CMake

Soft Skills: Interpersonal skills, communication, public speaking, customer support, troubleshooting, attention to detail, problem-solving, logical reasoning, critical thinking, innovation, strategic planning, team collaboration, desire to learn

Education

MISSOURI UNIVERSITY OF SCIENCE & TECHNOLOGY

Bachelor of Science, Computer Science

Rolla, MO

Aug 2012 – May 2016