

# Anton Otaner

📍 Montreal, Quebec  
☎ +1 (514) 578-0275  
👤 AntonOtaner

✉ antonethem@gmail.com  
📄 antonotaner  
🌐 otaner.dev



## Profile

Full-stack developer with seven years of experience developing software for the web and mobile devices, with a focus on performance and user experience. Comfortable developing for back-end and deployment. Interest in machine learning, blockchain, compilers, databases, and operating systems. Team player with a constant aim to learn and improve.

## Technical Skills

|            |   |
|------------|---|
| Languages  | Typescript, Python, C, C++, C#, Swift, Go, Rust, OCaml, Java, Solidity, Dart, Bash, HTML, CSS       |
| Frameworks | React, React Native, Angular, Redux, Express, Django, Flask, TensorFlow, Keras, JAX, NumPy, Stencil |
| Databases  | PostgreSQL, MongoDB, Neo4j  |
| Devops     | Git, Docker, Kubernetes, CI/CD, Jira  |
| Tools      | AWS, Google Cloud Platform, Azure, Digital Ocean, Heroku, Adobe, Xcode, Unity                       |

## Education

### Bachelor of Computer Science

McGill University  
Major in computer science (BSc).

Sept. 2021 – Anticipated Graduation: May 2024

## Experience

### Blockchain Engineer

Mint June 2022 – July 2023

- Developed scalable configurable systems using design patterns allowing users to interact with multiple blockchains and multiple cryptocurrency wallets based on client configuration.
- Created reusable and lightweight web components using Stencil to distribute them as widgets on client sites.

### Leading Mobile Application Developer & Front End Developer

Ericsson Dec. 2020 – May 2023

- Designed and developed an iOS and Android application with Unity, using Augmented Reality (AR) and 5G technology to serve dynamic, immersive experiences to many organizations, presenting my work in biweekly demos to 20 people.
- Developed a web application by using React.js and the Google Maps API that dynamically plots ships and base stations for Ericsson's Maritime Mesh Network, with a goal to extend 5G to the sea.

## Awards

### 1st Place Social Good Prize in Chainlink Spring 2022 Hackathon

Won first place from Filecoin sponsor out of 1480 participants. More details can be found [here](#).

Jun. 2022

## Projects

Other projects such as a Tetris AI can be found on [otaner.dev](#).

### Lumy

Developed a personal assistant chrome extension using React that connects with all of your data to help perform various background tasks such as schedule meetings to save you time. Scalable Go and Python backend infrastructure.

May. 2023 – Aug. 2023

### VizArt

Developed an air drawing platform with React where users can create and share their artwork in creative ways. Flask backend. Made in 24 hours during McHacks 10 and won first place out of 400 participants.

Jan. 2023

### Twitter Sentiment Analyzer

Developed a sentiment analyzer web application using React.js and Flask where users can choose a search keyword and a number of tweets using the Twitter API, and the model used to analyze tweets using Hugging Face and Transformers.

Apr. 2021 – May. 2021

### Mobile Games

Developed and released three mobile games with Unity and Xcode amassing 10,000 users.

Dec. 2014 – Oct. 2017