

# Anderson Addo

Creator & Explorer

Brown University '23

Computer Science Bachelor's - 4.0 CS GPA

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TypeScript, Python, Java, C#, C++

React Native, React, Firebase, PostgreSQL, GCP, AWS, TensorFlow, Unity

## Work Experience

### Uncountable > Fullstack Software Engineer > (August 2023 – present)

- **[React (TypeScript); Python; PostgreSQL]** Working in a small, fast engineering team building a high throughput data management platform for the world's largest R&D organizations. Also managed and guided interns.
- **US expert** for flagship feature to dynamically query, join, filter, sort and paginate data of arbitrary locations, formats and rendering types to generate **Airtable-like spreadsheets, forms and dropdowns**.
  - **Standardized backend** for loading data across different tables that have different semantics.
  - Enhanced LLMs that apply filters to these spreadsheets; **wrote initial infrastructure for LLM unit tests**.
  - **Created new mobile UI** for these dynamic spreadsheets to support company's growing mobile priority.
- Implemented comment threads feature; also **led team** to build hub page to view all comments and mentions.
- **Built tools to accelerate engineers**, like warning about overloaded/unavailable engineers and enhancing engineer dashboards.

### Emit > Co-founder and Tech Lead > (Nov 2019 – Nov 2021)

- **[React; React Native (TypeScript + JavaScript); Google Cloud Platform; CodePush]** Founded and developed [a complete social platform startup](#) that made it easier for college students to have spontaneous get-togethers.
- **Architected and built backend** with NoSQL (Firebase), serverless runtimes (Google Cloud Functions,) HTTP event queues (Cloud Tasks), push notifications (FCM), blob storage (Cloud Storage), and OTA updates (CodePush).
- **Developed entire product solo** for a year; Led team and maintained coding standards when co-founders joined.
- **Created DevOps tools** to automate dev/prod deploys, [CodePush releases](#), backups, linting & license attributions.

### Amazon Timestream (AWS) > Software Engineering Intern > (2021 Summer)

- **[Java AWS Lambdas; S3; React; Three.js; WebGL]** Designed and implemented a production [interactive web app](#) for AWS Timestream developers to visualize and analyze partitions of Timestream tables. GPU accelerated.
- **Iterated** product to prioritize features and handle >500k partitions while supporting AWS IAM and VPCs.

### High Moon Studios (Activision) > Gameplay Engineering Intern > (2022 Summer)

- **[C++]** Implemented 3 gameplay prototypes for **Call of Duty: Modern Warfare II**.
- **Restructured code for flagship feature**, the Tactical Camera, for improved modularity, readability and dependency injection, **greatly accelerating developer productivity** and consistency for related features.

### Lumberjack Apps > Founder & Solo Dev > (Aug 2016 – Jun 2019)

- **[Unity; C#; VR]** Designed, developed and published (in collaboration with the **game publisher Voodoo**) 7 games. 650k+ downloads; 20k+ AU. Custom physics, in-game currency, online leaderboards, VR & real-time lighting.

## Other Projects

- [Allsearch](#), a **web browser portal** to diversify how people experience the web. Built with React. (Winter 2023)
- Collaboratively built a **physically realistic real-time wildfire simulator**. C++ (Spring 2022)
- **Tech lead & Co-PM** for [Care Intl.](#) platform financial independence platform. Firebase, USSD & React. (Fall 2020)
- [Researched ways](#) to improve **GDPR-compliance** by designing and vetting PostgreSQL systems. (Summer 2020)
- **Procedural shader generator**; treated shaders as genotypes, enabling offspring and mutations. C++ (Fall 2020)

## Notable University Courses

- Distributed Systems (Go), Advanced Computer Graphics (C++), Computer Systems (C), Prescriptive Analytics (Go + Java), Deep Learning for Genomics (Python), Programming Language Design, Logic for Systems, Computer Security (Python), Linear Algebra, Honors Statistics, Quantum Machine Learning