

Anton Strickland

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Portfolio: <https://antonstrickland.com> **GitHub:** <https://github.com/AntonStrickland>

Skills

Crypto: Solidity, web3.js, ethers.js, libsecp256k, ERC-20, ERC-721, ERC-1155, Infura, Remix, Truffle, Ganache, HardHat, IPFS, Pinata, Ethereum, Polygon, Solana, Chainlink (external adapters, nodes), Nostr, ASIC/GPU Miners

Webdev: JavaScript, Python, React.js, Material-UI (MUI), Next.js, Node.js, Express.js, Redux, Stripe API, Web Assembly

Gamedev: Unity, Unreal 5, C#, C++, OpenGL, SDL2, GLFW, GLSL, PhysFS, Cmake, Make, Steam API, Google Play API

Other: Git, Docker, MySQL, SQLite, MongoDB, Electron.js, AWS (S3, EC2, SES), CloudFlare, Linode, Heroku, Twitch API

AI: ChatGPT API, ElevenLabs API, Stable Diffusion (hosted locally)

Non-Technical: Writing, Content Writing, Creative Writing, Copy Writing, Proofreading, Editing, Video Editing

Work Experience

Founder & Project Manager at Mystery Gamedev LLC (2023 – present) <https://mysterygamedev.com>

- Founder of the world's #1 community for fans and developers of mystery-themed video games
- Building a web app using MERN stack containing a database of games and user authentication
- Writes weekly technical articles on relevant and trending topics in an easy-to-read way
- 1-on-1 consulting with developers to provide writing, programming, and business solutions
- Successfully led a team of 8 remote individuals to complete an award-winning game in 30 days

Freelance Software Developer at Kinjo Solutions LLC (2015 – present) <https://kinjo.dev>

- Responsible for programming features for games, websites, and apps for remote clients
- Designed and developed a web app for viewing NIP-51 Lists on the Nostr protocol using the MERN stack
- Created a bot for algorithmic trading on the Binance cryptocurrency exchange using Python

Senior Game Developer at Goldbar Games LLC (2011- present) <https://www.goldbargames.com>

- Created in-house cross-platform game engine and two games using it in C++ using SDL2 and OpenGL
- Wrote Python automations for using AI tools to generate text, images, and sounds for games
- Developed more than five games in C# using the Unity game engine (2014-2019)
- Published video games for Android, PC, Mac, and Linux on Steam and Google Play
- Collaborated remotely with team members from around the world

Application Support Programmer at Madison County, IL Government (Feb 2019 - July 2020)

- Developed internal and external responsive web applications using C# .NET and SQL Server 2016
- Refactored and upgraded legacy projects to modern standards
- Interacted with clients and end-users to gather requirements and provide support when needed

Notable Projects & Education

NFTwitch (2021) - Created for Chainlink Hackathon Spring 2021 <https://devpost.com/software/nftwitch>

- Wrote an ERC-721 smart contract in Solidity using Truffle which makes calls to Chainlink oracles
- Hosted on AWS EC2 both Chainlink node and custom external adapter built to retrieve data from Twitch API
- Built the front-end in React.js and used ethers.js to interact with the Ethereum blockchain
- Dynamically upload NFT metadata to IPFS protocol using Pinata API

Education: Missouri University of Science & Technology, B.S., Computer Science, May 2016