

Anderson Addo

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TypeScript, Python, Java, C#, C++; React Native, React, Firebase, PostgreSQL, WebGL, GCP, AWS, TensorFlow, Unity

Work Experience

Stripe > Fullstack Software Engineer II > (Jan 2025 – present)

- Currently working at [Stripe Atlas](#), helping accelerate startup founders around the world.

Uncountable > Fullstack Software Engineer > (August 2023 – Dec 2024)

- [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.**
- **Improved flagship feature** to dynamically query, join, filter, sort and paginate data of entities from arbitrary locations, formats and rendering types to generate **Airtable-like spreadsheets, forms and dropdowns**. Main US dev for feature.
 - Enhanced LLMs that apply filters to these spreadsheets and **wrote initial infrastructure for LLM unit tests**.
 - **Created new mobile UI** to support company's mobile pivot and secure new 400+ user enterprise deal.
 - Standardized backend for loading and displaying data across entities to allow for new frontend features like **intelligent copy/paste and RAG for LLMs**.
- Implemented comment threads feature, then **led team of 3** to build hub page to view all comments and mentions.
- Implemented statistical quality checks (like SQC) into data visualizations to help secure a **2500+ user enterprise deal**.
- Built tools to accelerate engineers, like warning about overloaded/unavailable engineers and augmenting Github.

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](#) (iOS and Android) that made it easier for college students to have spontaneous get-togethers.
- **Architected and built backend** with NoSQL (Firestore), serverless runtimes (Google Cloud Functions) HTTP event queues (Cloud Tasks), push notifications (FCM), blob storage (Cloud Storage), and OTA updates (CodePush).
- **Designed about 50 REST APIs** and database triggers for failure safe data IO from our mobile client.
- **Developed entire product solo** for a year; **led team of 4** 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 > (Jun 2021 – Aug 2021)

- [Java AWS Lambdas; S3; React; Three.js; WebGL] Designed and implemented a production scale WebGL [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 at >30FPS** while supporting AWS IAM and VPCs.
- **Coordinated educational session** to teach team about graphics, rendering and GPU fundamentals.

High Moon Studios (Activision) > Gameplay Engineering Intern > (May 2022 – Aug 2022)

- [C++] Designed and implemented 3 gameplay prototypes for Call of Duty: Modern Warfare II.
- **Restructured code for flagship feature**, the Tactical Camera, so that all camera-based features can use a shared codebase, greatly accelerating developer productivity and **reducing code footprint by over 70%**.

Lumberjack Apps > Founder & Game Developer > (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++, OpenGL, CUDA (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, mutations. C++, OpenGL (Fall 2020)

Education

- [Brown University](#) - Computer Science Bachelor's - 4.0 CS GPA; CS Senior Prize; Presidential Scholar