Harry Antoniades

harryantoniades1@gmail.com +44 7449034257 London, UK harryantoniades.com https://github.com/Harryanton01

Work Experience

Salesforce Administrator GameAnalytics – London, September 2020 to present

- Developed current documentation site using React, JavaScript, JSX and CSS. Additionally we used Docusaurus as a static site generator. Migrated docs into Markdown files.
- Created and published the previous GameAnalytics knowledgebase, using Salesforce Sites. Developed custom JavaScript Lightning Web Components to display documentation.
- Developed custom Apex triggers & classes, containing SOQL, to automate processes such as deleting unnecessary records after a specific time interval and retrieving article data for the knowledgebase.
- Worked on data integrations to automatically pipe data from several sources (MySQL & Redshift DBs) into Salesforce. Using Skyvia and SQL, I created jobs that ran on a schedule and executed the queries to sync all customer related information with the CRM.

Support Engineer GameAnalytics – London, July 2018 to September 2020

- Offered excellent technical support to customers, discussing and resolving a wide range of issues/questions regarding the GameAnalytics platform.
- Confidently provided live demos of products and services to some of the biggest and most innovative mobile game companies in the world.
- Created and published customer support documentation on WordPress.

Education

Bachelor of Science (Honours) Computer Science

University of Brighton, September 2015 to June 2018

Skills

- CSS, HTML, JavaScript and TypeScript
- JSX, JavaScript Fundamentals (+ ES6), React
- Basic understanding of SQL, OOP, Git, Node/NPM
- Agile Project Management, Salesforce, Apex, SOQL

Projects

Please check out my portfolio on my website where I've listed all my projects in further detail.

- Game Store (April 2022) Built with React & TypeScript (functional components). Used Context API and custom hooks to manage state, styled-components for styling and Axios to retrieve most recent currency conversion numbers via HTTP requests to a 3rd party Exchange Rates API.
- Game Store (August 2021) Similar to the above project but with redux for state management.
- Geo-Location Market (May 2018) Built with Angular & TypeScript (class based). Used RxJS to manage state. Integrated Firebase for authentication and to store messages & items in cloud hosted Realtime NoSQL Database. Used GeoFire library for location-based queries.