

Anthony Davila

305-250-8831 | anthonydavila90@gmail.com | linkedin.com/in/antdavila/ | github.com/Anthony42540

EDUCATION

University of Florida

Bachelor of Science in Computer Engineering

GPA: 3.77/4.00

May 2025

Miami Dade College

Associate's in General Studies

May 2021

EXPERIENCE

Software Engineer

Citibank

July 2025 - Present

Tampa, FL

Software Engineering Intern

Citibank

Jun. 2024 – Aug. 2024

Tampa, FL

- Facilitated an automated documentation program written in Java that organizes JSON code into readable pseudocode for ease of understanding by new or non-technical team members.
- Leveraged the existing code-base to derive attributes from the metadata, translated the data into readable pseudocode, and outputted the values through a Rest API using Spring.

Undergraduate Teaching Assistant for Digital Logic

University of Florida

Aug. 2023 – May 2024

Gainesville, FL

- Instructed a group of 10+ students by reviewing and reinforcing course content.
- Assisted students with practical applications of the course content during the laboratory section.

Apple Pathways Alliance Program

Apple

Jan. 2024 – Present

Remote

- Building technical and networking skills with the guidance of Apple employees while learning about the way the company operates.

Minetest Research Project

University of Florida

Aug. 2022 – Dec. 2023

Gainesville, FL

- Developed a code-based system that allows students in K-12 to learn programming languages through the development of mods in Minetest, a game similar to Minecraft.

Microsoft Tech Resilience Program

Microsoft

Feb. 2022 – Apr. 2022

Remote

- Established skills relating to mindset and resilience in the workplace from Microsoft software engineers.

PROJECTS

RecordRack | *Python, Spotify API, Git*

Apr. 2023

- Built an application to store the user's collection of vinyl using the Spotify API, which allows access to over 5 million album objects, to gather the album's metadata.
- Implemented options for the user to sort their collection by album name, artist name, release date, and total number of tracks.

3D Printing | *Klipper, Raspberry Pi, Soldering, Problem-Solving*

Sep. 2022 - Present

- Acquired proficiency in software, hardware, and troubleshooting while optimizing printer settings to improve the printer's performance and dependability.
- Flashed Klipper firmware onto an Ender 3 Pro using a Raspberry Pi 4 Model B to improve its efficiency and reliability, achieving a success rate of over 90%.
- Enhanced cooling systems for higher quality prints, involving the use of buck converters and ferrules for voltage control and general safety.

Gator Field Notebook | *Kotlin, Mobile App Development*

Aug. 2024 - May 2025

- Constructed a multi-platform mobile application for use by field researchers collecting specimens of plants or animals.
- Leveraged the Google Maps API to automatically pull coordinates where a specimen was found, minimizing risk of inaccuracy with hand-written notes.
- Integrated Bluetooth printer functionality for portable label printing in the field for specimen.

TECHNICAL SKILLS

Languages: C++, C, Java, Python, Lua, MATLAB, VHDL, AVR Assembly Language, R, Kotlin

Frameworks: React, Node.js, Kotlin Multiplatform, Angular

Tools: Onshape, Tinkercad, Arduino, Lulzbot, Raspberry Pi, Git, Github, Intel Quartus Prime, Soldering, Breadboarding, FPGAs, LTSpice, Confluence, GIMP, Microchip Studio, Microcontrollers, Trello, Ultimaker Cura, Spring Boot, Android Studio, Jira