

# ANTHONY ELLIS

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## EDUCATION

**Computer Science | University of Maryland Baltimore County, Baltimore, MD**

AUGUST 2017 – PRESENT

GPA: 4.0/4.0. Math Minor. Graduation Date: May 2021.



## TECHNICAL SKILLS

Software:	Git, JIRA, Eclipse, Visual Studio/Code, GDB, Godot, Unreal Engine
Operating Systems:	Windows XP/7/10, Linux
Programming:	C++, JavaScript, C, Java, Lua, Clojure, React.JS, AngularJS, Python, MySQL



## PROJECTS

- **LifeSaver First Responder Web App:** (ReactJS, Python) Software Eng. class project 08/2019 – 12/2019
  - Established a live interface for users to organize and respond to emergencies.
- **Mock Ridesharing Database:** (MySQL, Python) Databases class project 10/2018 – 12/2019
  - Constructed a relational database with intricate queries for various scenarios.
- **Yonko Battle:** (Godot game engine) Networked mobile game: Programmer/UI/Lead 09/2018 – 05/2019
  - Implemented an online multiplayer system via UDP ENet library.
  - Deployed successful launch to the Google Play App Store.
- **Debian Firewall and File Locking System:** (C) Operating Systems class project 04/2019 – 05/2019
  - Developed system calls inside the Linux kernel to block ports and file paths.



## EXPERIENCE

**Cloud Web Development Intern | Reality AI**

APRIL 2020 – PRESENT

- Worked across AngularJS and ReactJS to investigate and fix frontend errors and build new components.
- Collaborated among cloud team to ensure successful deployment of new features in a timely manner.



## ORGANIZATIONS

- |  |                   |
|--|-------------------|
| • International Game Dev. Association, Member      | 03/2018 – Present |
| • UMBC Game Developers Club, President (Fall 2020) | 09/2017 – Present |
| • Boy Scouts of America, Eagle Scout Rank          | 05/2010 – 07/2017 |



## ACADEMIC COURSEWORK

- |   |                     |                         |
|---|---------------------|-------------------------|
| • Principles of Operating Systems         | • Computer Networks | • Computer Graphics     |
| • Introduction to Artificial Intelligence | • Data Structures   | • Graphics for Games    |
| • Software Engineering                    | • Databases         | • Computer Architecture |