Anthony Terry

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EDUCATION

University of Central Florida — Orlando, FL
Bachelor of Science in Computer Science, Minor in Intelligent Robotic Systems — *Dec. 2026*

Valencia College — Orlando, FL
Associate's of Arts in Computer Science — *Jul. 2024*

EXPERIENCE

National Society of Black Engineers Data Analytics Assistant — Aug. 2024 – Present
University of Central Florida — *Orlando, FL*
- Assisted the Data Analytics team in developing software to manage water quality for the Pow3r Pump project using **Power BI** and **Arduino Cloud**.
- Collaborated with team members to track pH levels and turbidity, contributing to the machine learning filtration system's performance.
- Supported the integration of water quality monitoring for hardware deployment by the Automation team.

Knight Hacks Workshop Coordinator — Aug. 2024 – Present
University of Central Florida — *Orlando, FL*
- Collaborated with over **15** directors to teach over **100** students in workshops and meetings.
- Helped maintain the organization for hosting events, meetings, and operations for the club.
- Assisted in organizing the 2024 Hackathon where over **300** hackers attended.

Undergraduate Researcher — Aug. 2024 – Present
University of Central Florida - ISUE Lab — *Orlando, FL*
- Conducted Human-Computer Interaction-related user studies to assist in research.
- Helped develop study participant-facing VR systems in **Unity**.
- Collaborated with researchers on papers and optimizing workflow.

PROJECTS

Formify | *Python, OpenCV, MediaPipe, Flask, HTML, CSS, JavaScript, C++, Arduino* — Oct. 2024 – Present
- **1st Place Overall Winner at Knight Hacks 2024 Hackathon**
- Developed a web-accessible program that can monitor a users motion in real time and provide haptic feedback to guide them through prescribed exercises.
- Integrated AI-driven motion analysis, using **OpenCV** and **MediaPipe** to track and evaluate user movements in real-time.
- Optimized data comparison by processing movement data from live camera feeds and demonstration videos.
- Embedded **ESP32** microcontrollers to send precise vibrations to guide users through exercises.

Specified Item Detector | *Python, YoloV3, OpenCV, TensorFlow, PyTorch* — Aug. 2024 – Present
- Designed an AI-powered system capable of accurately identifying and categorizing various objects in real time.
- Implemented a deep learning algorithm to enhance the system's ability to recognize and classify various items.
- Optimized the AI to detect the difference between different settings.
- Applied large datasets to improve the AI's accuracy and speed.

The God's Arena | *C#, Unity* — Aug. 2021 – May 2022
- Developed a 2D platforming game in the 'Metroidvania' genre using the **Unity** Engine.
- Created a small interconnected world that showcases mapping skills, and intricate level design.
- User has over **10** movement and attack options showcasing branching options and input handling.
- Developed over **20** enemy types that implement AI thinking, testing/debugging, and unique game-play styles.

TECHNICAL SKILLS

Languages: Java, Python, C/C++, C#, JavaScript/TypeScript, HTML/CSS, SQL
Frameworks: React, Node.js, Angular/AngularJS, MySQL, Flask, OpenCV, Google MediaPipe, PyTorch, TensorFlow
Developer Tools: Git, VS Code, Visual Studio, PyCharm, IntelliJ, Eclipse, Unity, Android Studio, Arduino, Power BI
Relevant Coursework: Computer Science I, Object-Oriented Programming, Intro to Discrete, Computer Logic