

Anthony Terry

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Education

University of Central Florida • Orlando FL

May 2026

Bachelor of Science in Computer Science, Minor in Intelligent Robotic Systems

- **Relevant Coursework**

Computer Science I | Object Oriented Programming | Computer Logic & Organization | Intro to Discrete

- **Activities/Societies**

Knight Hacks Workshop Assistant | National Society of Black Engineers | Undergraduate Research Assistant

Valencia College • Orlando FL

Jul. 2024

Associates of Arts in Computer Science

Technical Skills

Languages: Java, Python, C/C++, C#, HTML, CSS, JavaScript/TypeScript

Frameworks: React, Node.js, Angular, MySQL

Developer Tools: Git, VS Code, Visual Studio, PyCharm, IntelliJ, Eclipse, Unity, Android Studio

Project Experience

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, which can distinguish between real people and objects.
- Implemented different frameworks, and a deep learning algorithm to enhance the system's ability to recognize and classify a wide range of items.
- Optimized the AI to detect the difference between different settings, ensuring it can distinguish between objects and people more clearly.
- Adding large datasets overtime to improve the AI's accuracy and speed.

Modern Technology Website (HTML, CSS, JavaScript):

May 2024 - Jul. 2024

- Constructed a technology informative website that is cross-platform compatible with support to portrait and landscape modes, which enhances usability on multiple devices.
- Implements a navigation bar that allows for simpler viewing of certain sections on the page and a "sign up" option for users, a hero section that showcases high-quality images of products and key information of the website, and a footer section that includes contact information, social media profiles, and more.
- Has intuitive design principles making navigation accessible and easy, while including animations for certain actions that make viewing the website interesting for users.

2D Platformer Game (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, the ability to make easy to follow level design, and instances of one-time only items that can be found.
- User plays as a character with multiple movement and attack options showcasing branching options and input handling.
- Made various enemy types which implement AI thinking, testing/debugging, and programming proficiency.

Work Experience

Walgreens • Orlando FL

Customer Service Associate

2022

- Stocking and organizing shelves, display cases, end caps, and providing assistance with customers' needs.
- Assisted with store resets, various marketing campaigns, and worked with a team to meet daily and weekly goals.

Castle Creek Elementary • Orlando FL

Volunteer Work

2021 - 2022

- Taking care of 1st grade class. Provided support to teachers preparation and students activities.