

# Anthony Terry

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## EDUCATION

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### University of Central Florida

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

Orlando, FL

May 2026

### Valencia College

*Associate's of Arts in Computer Science*

Orlando, FL

Jul. 2024

## EXPERIENCE

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### 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 **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 **700** hackers will attend.

### Undergraduate Research Assistant

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

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### Item Detector | *Python, YoloV3, OpenCV, TensorFlow, Pytorch*

Aug. 2024 – Present

- 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.
- Applying large datasets overtime to improve the AI's accuracy and speed.

### Technology Website | *HTML, CSS, JavaScript*

May 2024 – Jul. 2024

- Technology informative website that is cross-platform compatible with support to portrait and landscape modes.
- Designed a navigation bar, a "sign up" option for users, a hero section, and a footer section.
- Developed intuitive design principles making navigation accessible and easy.
- Implements 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, 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

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

**Frameworks:** React, Node.js, Angular, MySQL

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

**Relevant Coursework:** Computer Science I, Object-Oriented Programming, Intro to Discrete, Computer Logic