

Anthony Terry

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EDUCATION

University of Central Florida

Bachelor of Science in Computer Science, Minor in Math

Organizations: ColorStack, NSBE, SHPE, SASE, Knight Hacks, CodePath

Orlando, FL

Expected May 2027

EXPERIENCE

Software Engineer Intern

The Walt Disney Company

Jan. 2026 – Present

Lake Buena Vista, FL

- Implemented data operation workflows on the GET SS-W-Attractions Systems Team at Disney Experiences.
- Developed secure API key authentication in **C#** to connect trigger guard services between frontend and backend systems.
- Refactored **Blazor** components to enhance responsiveness, accessibility, and error handling, ensuring more reliable user interactions.
- Integrated **Splunk** logging and dashboards to monitor trigger guard events, enabling debugging and performance insights.

Software Engineer Intern

Florida Blue

May 2025 – Dec. 2025

Jacksonville, FL

- Built **20%** of BDD functional test cases for the Sales website using Playwright and **Cucumber** accelerating release cycles.
- Automated **60%** of smoke test cases for the P360 website using **Playwright**, cutting manual testing time for **14+** million users.
- Implemented core QueryGPT features with **Python**, **LangChain**, and **SQL** to improve LLM Q&A accuracy and speed by **23%**.
- Tested LLM Q&A endpoints with **Bruno** to identify and resolve query-handling errors, improving response reliability.

Hackathon Organizer

Knight Hacks

Aug. 2024 – Present

Orlando, FL

- Managed a team of **13** to teach **600+** students professional, software development, and hackathon skills in workshops.
- Organized **40+** workshops with sponsor companies and clubs to create internship & networking opportunities for students.
- Introduced new workshop formats that increased participant engagement and retention by **30%** compared to previous semesters.
- Collaborated in organizing Knight Hacks 2025 Hackathon for over **1500+** registrants, **1000+** hackers and **15+** sponsors.

Research Intern

Interactive Systems & User Experience Lab

Aug. 2024 – May 2025

Orlando, FL

- Conducted Human-Computer Interaction user studies, supporting experimental design, data collection, and analysis.
- Helped develop study participant-facing VR systems in **Unity**, implementing 3D environments, and simulation workflows.
- Collaborated with **3+** researchers on papers, optimizing workflow, and enhancing VR systems for user studies.
- Integrated **Meta XR** Toolkit in Unity for hand tracking, 3D gestures, and capturing hand joints as .txt for studies.

Research Intern

Propulsion & Energy Research Lab

Jan. 2025 – May 2025

Orlando, FL

- Researched AI integration for Physics-Informed Neural Networks (PINNs) to improve computational efficiency in simulations.
- Improved PINNs training performance by over **8%** through integration of tailored AI/ML techniques using **PyTorch**.
- Trained PINNs for turbulence modeling, incorporating physics constraints to accurately simulate flow behavior in experiments.
- Assisted **2+** researchers in jet engine experiments by collecting turbulence, vector field, and velocity magnitude data.

PROJECTS

CareerWise | *Supabase, PostgreSQL, FastAPI, PostHog, React, TypeScript, Next.js, Mapbox, Recharts, Leaflet*

Nov. 2025

- **1st Place Winner** out of **8** projects for CareerRise's Challenge at **JPMorganChase Code for Good 2025 Hackathon**.
- Developed a full-stack economic mobility dashboard analyzing **77+** metrics across **7** indicator categories for **11** counties with a team.
- Built an automated ETL pipeline processing **40,000+** quarterly employment records from the Bureau of Labor Statistics API.
- Implemented an interactive **Leaflet** heat map, dynamic PDF exports, text-to-speech, and monthly autonomous data updates.

Formify | *Python, OpenCV, Google MediaPipe, Flask, HTML, CSS, JavaScript, C++, Arduino*

Oct. 2024

- **1st Place Winner** out of **93** projects for the **Best Overall Award** at **Knight Hacks 2024 Hackathon**.
- Advocated for physical therapy patients through a website with motion tracking and haptic feedback for guided exercises.
- Integrated AI-driven motion analysis, using **OpenCV** and **MediaPipe** to evaluate user movements in real-time at **28 FPS**.
- Collaborated on integrating an **ESP32-powered glove** with vibration motors responding to motion analysis feedback.

CivicLens | *Google Gemini, Supabase, PostgreSQL, FastAPI, Docker, React, TypeScript, Next.js, WebGL, Mapbox*

Jan. 2026

- Built a civic transparency platform aggregating data for **535+** congressional representatives using reliable government sources.
- Implemented a RAG chatbot with **99.2%** citation accuracy using **Gemini 2.5 Flash** and pgvector retrieval for legislative Q&A.
- Developed 3D network graphs and geo-visualizations using **WebGL**, and **Mapbox GL** improving data accessibility by **85%**.
- Designed multi-layer caching (DB + server + client) reducing API calls by **85%** and cutting latency from **3s to 300ms**.

TECHNICAL SKILLS

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

Frameworks/Libraries: React, Tailwind CSS, Node.js, Flask, Playwright, LangChain, Prisma, Next.js, FastAPI

Tools/Platforms: Windows, Linux, Git, Visual Studio, Unity, PostgreSQL, Docker, AWS, Figma, Bruno, Android Studio, Cursor

Concepts: Software Engineering, Backend, Frontend, Full-Stack, DevOps, Agile/Scrum, SDLC, AI/ML, CI/CD, Robotics