




Anthony Terry

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EDUCATION

University of Central Florida

Orlando, FL

Bachelor of Science in Computer Science, Minor in Math

Dec. 2026

Relevant Coursework: Data Structures & Algorithms I & II, Systems Software, Computer Security

Organizations: ColorStack, NSBE, SHPE, SASE, Knight Hacks, CodePath, AI@UCF

EXPERIENCE

Software Engineer Intern

May. 2025 – Present

Florida Blue

Jacksonville, FL

- Contributed to the Preferences & Consents, and Sales Team as a web application developer.
- Designed and implemented core QueryGPT functionalities to enhance business Q&A performance for internal LLM using Python, **LangChain**, and SQL, improving response accuracy and speed.
- Automated **60%** of regression test cases for the preferences and consents website using **Playwright**, cutting manual testing time and accelerating release cycles.
- Tested LLM Q&A features by crafting and sending HTTP requests through **Bruno**, and improved existing GenAI functions, refining overall performance and validating query-handling.

Workshop Director

Aug. 2024 – Present

Knight Hacks

Orlando, FL

- Managed a team of 12 to teach **300+** students professional and software development skills in workshops.
- Organized workshops with sponsor companies and clubs to create internship opportunities for students.
- Collaborated in organizing the 2024 Hackathon where **600+** hackers and **9+** sponsors attended.

Undergraduate Researcher

Aug. 2024 – Present

Interactive Systems & User Experience Lab

Orlando, FL

- Conducted Human-Computer Interaction-related user studies to assist in research.
- Helped develop study participant-facing VR systems in **Unity**, dealing with modeling and simulation.
- Collaborated with researchers on papers, optimizing workflow, and enhancing VR systems for user studies.

Undergraduate Researcher

Jan. 2025 – May 2025

Propulsion & Energy Research Lab

Orlando, FL

- Researched AI integration for Physics-Informed Neural Networks (PINNs) to improve computational efficiency.
- Improved PINNs training performance by over **8%** through integration of tailored AI/ML techniques.
- Assisted in jet engine experiments, gathering turbulence, vector field, and velocity magnitude data.

PROJECTS

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

Oct. 2024

- 1st Place Overall Winner** out of **93** projects at Knight Hacks 2024.
- Developed a web-based program for real-time motion tracking with haptic feedback for guided exercises.
- Integrated AI-driven motion analysis, using **OpenCV** to track and evaluate user movements in real-time.

MarioGPT | *Python, Llama, LangChain, PostgreSQL, Node.js, React, Tailwind CSS*

Jul. 2025 – Present

- Developed a full-stack AI chatbot focused on the Mario franchise supporting conversational Q&A.
- Integrated a RAG pipeline with **LangChain** embeddings to enable searching across **100+** Mario-related topics.
- Implemented **PostgreSQL** schemas to store chat history, metadata, and user data for fast queries.

MyGameList | *React, Tailwind CSS, TypeScript, Next.js, SQL, NextAuth.js, Prisma*

Jun. 2025 – Present

- Developed an interactive webpage enabling users to rank video games and share customizable profiles.
- Optimized database queries and API endpoints for reduced load times by over **20%**.
- Implemented game list features with custom sorting, rating, and tagging options using **Prisma**.

TECHNICAL SKILLS

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

Frameworks/Libraries: React, Tailwind CSS, Playwright, Three.js, LangChain

Tools: Windows, Git, GitHub, VS Code, Visual Studio, Unity, PostgreSQL, Vercel, Figma, Blender, Bruno

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