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

EXPERIENCE

Software Engineer Intern   May 2025 – Present
Florida Blue   *Jacksonville, FL*
- Contributed to the Preferences & Consents, and Sales Team as a web application developer.
- Automated **60%** of smoke test cases for the Preferences and Consents website and BDD functional test cases for the Sales website using **Playwright**, cutting manual testing time and accelerating release cycles.
- 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.
- 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 13 to teach **400+** students professional and software development skills in workshops.
- Organized workshops with sponsor companies and clubs to create internship & networking opportunities for students.
- Introduced new workshop formats that increased participant engagement by **30%** compared to previous semesters.
- Collaborated in organizing Knight Hacks VII Hackathon for over **1500+** registrants, **547** attendees and **9+** sponsors.

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.
- Trained **PyTorch**-based neural networks to simulate turbulence patterns, supporting jet engine experiment analysis.
- 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 VII Hackathon.
- Developed a web-based program for real-time motion tracking with haptic feedback for guided exercises.
- Integrated AI-driven motion analysis, using **OpenCV** and **MediaPipe** to evaluate user movements in real-time.

MarioGPT | *Python, Llama, LangChain, PostgreSQL, Node.js, FastAPI, React*   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, PostgreSQL, 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%** using **TypeScript**.
- Designed **RESTful API** endpoints to handle dynamic game lists, supporting custom ranking, rating, and tagging.

TECHNICAL SKILLS

Languages: Python, Java, C/C++, C#, HTML/CSS, JavaScript/TypeScript, SQL
Frameworks/Libraries: React, Tailwind CSS, Playwright, Three.js, LangChain, PyTorch
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, CI/CD, BDD