Anthony Terry

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EDUCATION

University of Central Florida — Orlando, FL
Bachelor of Science in Computer Science, Minor in Intelligent Robotic Systems — *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*
- 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.
- Collaborated with a team of **12** in a Scrum-based Agile environment, participating in daily stand-ups, iteration planning, and code reviews to iteratively deliver on milestones.

Workshop Director — Aug. 2024 – Present
Knight Hacks — *Orlando, FL*
- Managed a team of 8 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.

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, OpenAI, PostgreSQL, Node.js, LangChain, 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 **OpenAI** 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++, HTML/CSS, JavaScript/TypeScript
Frameworks/Libraries: React, Tailwind CSS, MySQL, Playwright, Vite, Three.js
Tools: Git, GitHub, VS Code, Visual Studio, PyCharm, Eclipse, Figma, Unity, Blender, Bruno
Concepts: Software Engineering, Backend, Frontend, Full-Stack, DevOps, Agile/Scrum, SDLC, AI/ML