

Anthony Terry

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EDUCATION

University of Central Florida <i>Bachelor of Science in Computer Science, Minor in Math</i> Organizations: ColorStack, NSBE, SHPE, SASE, Knight Hacks, CodePath	Orlando, FL Expected May 2027
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EXPERIENCE

Software Engineer Intern <i>The Walt Disney Company</i> • Incoming Software Engineer Intern for the GET SS-W-Attractions Systems Team at Disney Experiences.	Jan. 2026 – May 2026 Lake Buena Vista, FL
Software Engineer Intern <i>Florida Blue</i> • 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.	May 2025 – Present Jacksonville, FL
Workshop Director <i>Knight Hacks</i> • Managed a team of 13 to teach 500+ 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.	Aug. 2024 – Present Orlando, FL
Research Intern <i>Interactive Systems & User Experience Lab</i> • 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.	Aug. 2024 – May 2025 Orlando, FL
Research Intern <i>Propulsion & Energy Research Lab</i> • 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.	Jan. 2025 – May 2025 Orlando, FL

PROJECTS

CareerWise <i>Supabase, FastAPI, PostHog, React, TypeScript, Next.js, Mapbox, Recharts, Leaflet</i> • 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.	Nov. 2025
Formify <i>Python, OpenCV, MediaPipe, Flask, HTML, CSS, JavaScript, C++, Arduino</i> • 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.	Oct. 2024
Potara <i>Gemini, Express.js, MinIO, NGINX, PostgreSQL, Prisma, Docker, React, JavaScript, DigitalOcean</i> • Developed an art tool powered by Google Gemini , providing live AI feedback and the ability to draw on a web-based canvas. • Collaborated on reducing live feedback latency from 15s to under 5s by optimizing data transfer, using base64-encoded data. • Integrated a full CI/CD pipeline on a VPS, reducing deployment times by 5 minutes and streamlining release processes. • Designed and developed the frontend of the website, utilizing tools like Figma , Tailwind CSS , and React .	Sep. 2025

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: Windows, Linux, Git, Visual Studio, Unity, PostgreSQL, Docker, AWS, Figma, Bruno, Android Studio, Cursor, CoPilot, Windsurf, Blender
Concepts: Software Engineering, Backend, Frontend, Full-Stack, DevOps, Agile/Scrum, SDLC, AI/ML, CI/CD, Robotics