Anthony Terry

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EDUCATION

University of Central Florida — Orlando, FL
Bachelor of Science in Computer Science, Minor in Math — *Expected May 2027*
Organizations: ColorStack, NSBE, SHPE, SASE, Knight Hacks, CodePath

EXPERIENCE

Software Engineer Intern — Jan. 2026 – Present
The Walt Disney Company — *Lake Buena Vista, FL*
- Incoming Software Engineer Intern for the GET SS-W-Attractions Systems Team at Disney Experiences.

Software Engineer Intern — May 2025 – Dec. 2025
Florida Blue — *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.

Workshop Director — Aug. 2024 – Present
Knight Hacks — *Orlando, FL*
- 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.

Research Intern — Aug. 2024 – May 2025
Interactive Systems & User Experience Lab — *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 — Jan. 2025 – May 2025
Propulsion & Energy Research Lab — *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, 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, 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.

Potara | *Gemini, Express.js, MinIO, NGINX, PostgreSQL, Prisma, Docker, React, JavaScript, DigitalOcean* — Sep. 2025
- 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, Taildwind CSS**, and **React.**

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