

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>	Jan. 2026 – May 2026 Lake Buena Vista, FL
• Incoming Software Engineer Intern for the GET SS-W-Attractions Systems Team at Disney Experiences.	
Software Engineer Intern <i>Florida Blue</i>	May 2025 – Present 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 <i>Knight Hacks</i>	Aug. 2024 – Present 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 <i>Interactive Systems & User Experience Lab</i>	Aug. 2024 – May 2025 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 <i>Propulsion & Energy Research Lab</i>	Jan. 2025 – May 2025 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 <i>Supabase, FastAPI, PostHog, React, TypeScript, Next.js, Mapbox, Recharts, Leaflet</i>	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 <i>Python, OpenCV, MediaPipe, Flask, HTML, CSS, JavaScript, C++, Arduino</i>	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 <i>Gemini, Express.js, MinIO, NGINX, PostgreSQL, Prisma, Docker, React, JavaScript, DigitalOcean</i>	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 , Tailwind 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