

# Anthony Terry

[ajterry.me](http://ajterry.me) | [terryant64@gmail.com](mailto:terryant64@gmail.com) | [github.com/MarioTeachesTyping](https://github.com/MarioTeachesTyping) | [linkedin.com/in/aj-terry](https://linkedin.com/in/aj-terry)

## EDUCATION

<b>University of Central Florida</b> <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

<b>Software Engineer Intern</b> <i>The Walt Disney Company</i>	Jan. 2026 – Present Lake Buena Vista, FL
• Implemented data operation workflows on the GET SS-W-Attractions Systems Team at Disney Experiences.	
• Developed secure API key authentication in <b>C#</b> to connect trigger guard services between frontend and backend systems.	
• Refactored <b>Blazor</b> components to enhance responsiveness, accessibility, and error handling, ensuring more reliable user interactions.	
• Integrated <b>Splunk</b> logging and dashboards to monitor trigger guard events, enabling debugging and performance insights.	
<b>Software Engineer Intern</b> <i>Florida Blue</i>	May 2025 – Dec. 2025 Jacksonville, FL
• Built <b>20%</b> of BDD functional test cases for the Sales website using <b>Playwright</b> and <b>Cucumber</b> accelerating release cycles.	
• Automated <b>60%</b> of smoke test cases for the P360 website using <b>Playwright</b> , cutting manual testing time for <b>14+</b> million users.	
• Implemented core QueryGPT features with <b>Python</b> , <b>LangChain</b> , and <b>SQL</b> to improve LLM Q&A accuracy and speed by <b>23%</b> .	
• Tested LLM Q&A endpoints with <b>Bruno</b> to identify and resolve query-handling errors, improving response reliability.	
<b>Hackathon Organizer</b> <i>Knight Hacks</i>	Aug. 2024 – Present Orlando, FL
• Managed a team of <b>13</b> to teach <b>600+</b> students professional, software development, and hackathon skills in workshops.	
• Organized <b>40+</b> workshops with sponsor companies and clubs to create internship & networking opportunities for students.	
• Introduced new workshop formats that increased participant engagement and retention by <b>30%</b> compared to previous semesters.	
• Collaborated in organizing Knight Hacks 2025 Hackathon for over <b>1500+</b> registrants, <b>1000+</b> hackers and <b>15+</b> sponsors.	
<b>Research Intern</b> <i>Interactive Systems &amp; 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 <b>Unity</b> , implementing 3D environments, and simulation workflows.	
• Collaborated with <b>3+</b> researchers on papers, optimizing workflow, and enhancing VR systems for user studies.	
• Integrated <b>Meta XR</b> Toolkit in Unity for hand tracking, 3D gestures, and capturing hand joints as .txt for studies.	
<b>Research Intern</b> <i>Propulsion &amp; 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 <b>8%</b> through integration of tailored AI/ML techniques using <b>PyTorch</b> .	
• Trained PINNs for turbulence modeling, incorporating physics constraints to accurately simulate flow behavior in experiments.	
• Assisted <b>2+</b> researchers in jet engine experiments by collecting turbulence, vector field, and velocity magnitude data.	

## PROJECTS

<b>CareerWise</b>   <i>Supabase, PostgreSQL, FastAPI, PostHog, React, TypeScript, Next.js, Mapbox, Recharts, Leaflet</i>	Nov. 2025
• <b>1st Place Winner</b> out of <b>8</b> projects for CareerRise's Challenge at <b>JPMorganChase Code for Good 2025 Hackathon</b> .	
• Developed a full-stack economic mobility dashboard analyzing <b>77+</b> metrics across <b>7</b> indicator categories for <b>11</b> counties with a team.	
• Built an automated ETL pipeline processing <b>40,000+</b> quarterly employment records from the Bureau of Labor Statistics API.	
• Implemented an interactive <b>Leaflet</b> heat map, dynamic PDF exports, text-to-speech, and monthly autonomous data updates.	
<b>Formify</b>   <i>Python, OpenCV, Google MediaPipe, Flask, HTML, CSS, JavaScript, C++, Arduino</i>	Oct. 2024
• <b>1st Place Winner</b> out of <b>93</b> projects for the <b>Best Overall Award</b> at <b>Knight Hacks 2024 Hackathon</b> .	
• Advocated for physical therapy patients through a website with motion tracking and haptic feedback for guided exercises.	
• Integrated AI-driven motion analysis, using <b>OpenCV</b> and <b>MediaPipe</b> to evaluate user movements in real-time at <b>28 FPS</b> .	
• Collaborated on integrating an <b>ESP32-powered glove</b> with vibration motors responding to motion analysis feedback.	
<b>CivicLens</b>   <i>Google Gemini, Supabase, PostgreSQL, FastAPI, Docker, React, TypeScript, Next.js, WebGL, Mapbox</i>	Jan. 2026
• Built a civic transparency platform aggregating data for <b>535+</b> congressional representatives using reliable government sources.	
• Implemented a RAG chatbot with <b>99.2%</b> citation accuracy using <b>Gemini 2.5 Flash</b> and pgvector retrieval for legislative Q&A.	
• Developed 3D network graphs and geo-visualizations using <b>WebGL</b> , and <b>Mapbox GL</b> improving data accessibility by <b>85%</b> .	
• Designed multi-layer caching (DB + server + client) reducing API calls by <b>85%</b> and cutting latency from <b>3s to 300ms</b> .	

## 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  
**Concepts:** Software Engineering, Backend, Frontend, Full-Stack, DevOps, Agile/Scrum, SDLC, AI/ML, CI/CD, Robotics