

# Anthony Terry

 [ajterry.me](https://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

### University of Central Florida

Orlando, FL

*Bachelor of Science in Computer Science, Minor in Math*

*Dec. 2026*

**Relevant Coursework:** Data Structures & Algorithms I & II, Systems Software, Computer Security

**Organizations:** ColorStack, NSBE, SHPE, SASE, Knight Hacks, CodePath, AI@UCF

## EXPERIENCE

### Software Engineer Intern

May. 2025 – Present

*Florida Blue*

*Jacksonville, FL*

- Contributed to the Preferences & Consents, and Sales Team as a web application developer.
- Automated **60%** of regression test cases for the Preferences and Consents website and Behavior-Driven Development test cases for the Sales website using **Playwright**, cutting manual testing time and accelerating release cycles.
- 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.
- 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.

### Workshop Director

Aug. 2024 – Present

*Knight Hacks*

*Orlando, FL*

- Managed a team of 13 to teach **400+** students professional and software development skills in workshops.
- Organized workshops with sponsor companies and clubs to create internship opportunities for students.
- Collaborated in organizing Knight Hacks VII Hackathon for over **1500+** registrants, **547** attendees and **9+** sponsors.

### 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.
- Assisted in jet engine experiments, gathering turbulence, vector field, and velocity magnitude data.

## PROJECTS

### Formify | *Python, OpenCV, MediaPipe, Flask, HTML, CSS, JavaScript, C++, Arduino*

Oct. 2024

- 1st Place Overall Winner** out of **93** projects at Knight Hacks VII Hackathon.
- Developed a web-based program for real-time motion tracking with haptic feedback for guided exercises.
- Integrated AI-driven motion analysis, using **OpenCV** and **MediaPipe** to evaluate user movements in real-time.

### MarioGPT | *Python, Llama, LangChain, PostgreSQL, Node.js, FastAPI, React*

Jul. 2025 – Present

- Developed a full-stack AI chatbot focused on the Mario franchise supporting conversational Q&A.
- Integrated a RAG pipeline with **LangChain** 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%**.
- Designed **RESTful API** endpoints to handle dynamic game lists, supporting custom ranking, rating, and tagging.

## TECHNICAL SKILLS

**Languages:** Python, Java, C/C++, C#, HTML/CSS, JavaScript/TypeScript, SQL

**Frameworks/Libraries:** React, Tailwind CSS, Playwright, Three.js, LangChain

**Tools:** Windows, Git, GitHub, VS Code, Visual Studio, Unity, PostgreSQL, Vercel, Figma, Blender, Bruno

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