

Annie Rome

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EDUCATION

University of Tampa

Bachelor of Science, double major in Computer Science and Psychology

May, 2025

Tampa, FL

WORK EXPERIENCE

Independent Contractor

Full-Stack Web Developer

2/1/2025 - Present

Tampa, FL

- Designed and implemented responsive web applications using HTML, CSS, and JavaScript frameworks.
- Collaborated with clients to gather requirements and deliver high-quality web applications.
- Incorporated APIs and set up CMS for easy client editing.
- Conducted regular website testing and debugging to troubleshoot issues, optimize loading times, and ensure compliance with web standards and accessibility guidelines.

Glazer Children's Museum

Software Engineer Intern

1/1/2024 - 6/1/2024

Tampa FL

- Collaborated on an Agile team to develop a Django web application with a MySQL backend.
- Developed front-end components using Django templates, JavaScript, and CSS.
- Managed project tasks timelines, working with the team to prioritize and refine requirements.
- Deployed the application to production and led-user testing sessions to validate features and gather actionable feedback.

University of Tampa

Research Assistant

8/1/2022 - 8/1/2024

Tampa, FL

- Contributed to the development and deployment of a Virtual Reality game focused on educating users about the UN's Convention of the Rights of the Child.
- Utilized Unity to develop for MetaQuest and Blender for 3D modeling.
- Developed solutions to project risks and issues, meeting quality and timeline goals.

PROJECTS & RESEARCH

ResuBuild

[View Project](#)

- A dynamic resume builder built with React that provides real-time previews, allowing users to see their resume as they create it.
- Leverages OpenAI's API to generate tailored experience descriptions based on the entered job title and custom cover letters.
- The backend functionality enables users to sign up, save multiple resumes, and load a selected resume seamlessly.
- This app is continuously updated and scaled alongside my resume

NP-Complete Escape Room

[View Project](#)

- Developed a browser-based "Escape Room" game in vanilla JavaScript and CSS to illustrate NP-Completeness and NP-Hardness through Hamiltonian-path puzzles.
- Designed and implemented procedural puzzle generation using context-free grammars and tracked player progress with pushdown automata.
- Built all core mechanics, optimized performance, and ensured a responsive UI for seamless play on desktop and mobile.
- Conducted user studies with non-technical participants, boosting average confidence from 1.19 to 2.62 (on a 1–5 scale).

University of Tampa IOS App

[View Project](#)

- Worked as a full-stack developer on an Agile team to build a campus companion iOS app using Swift and AWS services.
- Led the development of frontend features and integrated AWS backend services, including API Gateway, and Cognito for authentication.
- Contributed to regular sprints, collaborated with team members on feature integration, and tested user flows across both frontend and backend systems.

SKILLS & COURSES TAKEN

Skills: Python; Java; JavaScript; C++; HTML; CSS; React; Django; MongoDB; MySQL; PostgreSQL; SQLite; Scikit-learn; PyTorch; Git; Next.js; AngularJS; Docker; AWS (S3, Lambda, RDS, DynamoDB, Glue, Crawlers, Gateway)

Courses Taken: Artificial Intelligence and Machine Learning; Advanced Data Structures; Operating Systems; Theory of Computation; UI/UX Engineering