Anthony Lewis Lall

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EDUCATION

Cornell University, College of Engineering

2021 - 2025

Bachelor of Science, Information Science, Systems, and Technology (ISST), May 2025

Concentration: Interactive Technologies & UI/UX Design

TECHNICAL SKILLS

- Programming: JavaScript, Python, TypeScript, Go, HTML, CSS, SQL, Git, OCaml
- Frameworks & Libraries: React, D3, P5.js, Next.js, Bootstrap, NumPy, Pandas
- Web Development: Front-end Development, Responsive Design

DESIGN SKILLS

- UI/UX Design: Wireframing, Prototyping (Figma), Interaction Design, Gaming Design
- User Research & Testing: Usability Testing, User Surveys, Feedback Analysis
- Visual Design: Typography, Iconography, Responsive Design, Color Theory

WORK EXPERIENCE

UI/UX Intern Jun - Sep 2024

Truth In Common

Washington, D.C.

- Refined website navigation by applying UX principles to optimize content placement and page layout, enhancing user experience, and improving SEO strategies.
- Generated 5+ wireframes based on competitor research and user feedback.

Digital Media Startup/Pre-Seed Founder

Jan 2022 - Present

ShotbyALL

Ithaca and New York City, NY

Cornell University

- Launched my digital media brand "ShotbyALL", scaling revenue from \$500 in 2022 to \$5,000+ in early 2025.
- Completed 200+ paid sessions across graduation, portrait, and event photography projects.

Teaching Fellow Jun - Aug 2020

All Star Code

New York, NY

• Developed lesson plans and coached students in designing and animating websites, building video games from scratch, and in JavaScript, CSS, and HTML fundamentals for project demos.

PROJECTS

UI/UX Designer, Paath

• Led UI/UX and wireframing for a budgeting app, helping students track expenses and build financial literacy.

UI/UX Designer, KareBare

• Led UI/UX of virtual chatbot to improve social media literacy and promote healthy online interactions for young users.

UI/UX Designer, Co-Ala App

• Developed an app to support long-distance college relationships through emotional expression tools, shared scheduling, and creative communication features.

Front-end Developer, Cornell Music Production

Maintained and improved the Cornell Music Production Club's website using PHP, HTML, JavaScript, and CSS.

LEADERSHIP & PROFESSIONAL DEVELOPMENT

Management Leadership for Tomorrow Fellow (MLT)

Mar 2023 - Present

• Career preparation program focused on professional development.

Summer Computer Science Program (CSMORE)

Jul - Aug 2022

Ithaca, NY

Bowers College of Computer and Information Science, Cornell University

Completed tech bootcamp and coursework on Discrete Structures, Programming, and Data Structures.

HONORS & AWARDS

Human Spirit Award (Entrepreneurship @ Cornell University)

Dec 2023 - May 2025

Earned the 2023-2024 Human Spirit Award for my entrepreneurial efforts with my digital media startup.

Cornell Traditions Fellow

Aug 2021 - May 2025

• Four-year fellow, contributing a total of 1000+ hours of paid work and community service.