ANTHONY DELPHY

Phoenix, AZ | anthony@anthonydelphy.com

GitHub | LinkedIn | Portfolio

WORK EXPERIENCE

DEPUTY DATA DIRECTOR | Arizona Democratic Party - Phoenix, AZ   (05/2024) – (11/2024)
- Developed software and automation scripts to facilitate vital operations across the campaign, such as real-time metrics, recruitment / onboarding, and statewide targeting and resource allocation.
- Designed data reports to showcase opportunities for the Democratic Party to improve access for voting.
- Worked alongside fellow Data Directors and Data Associates in rapid-response software development in response to frequently shifting campaign developments and priorities.

DESIGN TEAM MANAGER | Meteor Studio - Tempe, AZ   (07/2022) – (12/2023)
- Managed studio design team to assist with design needs across and upskill fellow employees.
- Developed UX/UI, videography, and brand standards for usage across Meteor Studio.
- Designed and implemented Figma mock-ups/prototypes for company projects and websites.

FULL-STACK SOFTWARE DEVELOPER | Meteor Studio - Tempe, AZ   (11/2020) – (12/2023)
- Leveraged virtual-reality and augmented-reality to develop Unity-based educational applications.
- Designed and implemented user-interfaces for Unity-based extended-reality applications.
- Utilized back-end technologies to assist front-end development, such as FireBase and RESTful APIs.

SKILLS

DEVELOPMENT PROFICIENCIES: C# | Java | JavaScript | HTML/CSS | C++ | PostgreSQL | Python3 | REST

SOFTWARE PROFICIENCIES: Adobe Photoshop | Adobe Premiere | Adobe After Effects | Adobe Illustrator | Microsoft Office Suite | Figma | Unity | BigQuery

PROJECTS

Planetary Parfait: Developed and designed applications that acquire planetary data from GIS APIs and generate 3D data-rich terrains for the users to explore in virtual reality or augmented reality for improved spatial understanding of the terrain and its datasets.

COORDINATE: Designed and developed UX/UI assets and physical materials for a virtual live event hosted by ASU from within a Unity mobile phone application to showcase map-based data visualizations.

ASU Scavenger Hunt: Designed and developed UX/UI assets and physical materials for a virtual live event hosted by ASU from within a Unity mobile phone application to assist new students in navigating ASU and it's various campuses. This application was developed specifically for use within the ASU101 introductory classes.

EDUCATION

BACHELOR OF SCIENCE IN COMPUTER SCIENCE | Arizona State University, Tempe, AZ
Concentration: Software Engineering | Summa Cum Laude, 3.87 Cumulative GPA