

Anthony Delphy

Software Engineer & UX/UI Designer

Website: anthonydelphy.com
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Experience

Meteor Studio — Arizona State University

Design Team Manager & Software Developer

November 2020 — Present

Managed studio design team and assist with design needs across the studio, including UX/UI development, videography, company merchandise and advertising, and design strategies.

Learning Future — Arizona State University

Design Coordinator & Software Developer

June 2021 — July 2022

Managed studio design team. This team would assist with design needs across the studio, including UX/UI development, videography, company merchandise and advertising, and design strategies.

Projects

JMARS VR & JMARS AR — Full-Stack Developer

July 2022 — Present

Developed and designed two Unity-based projects that acquire planetary data from ASU's Mars Space Flight Facility and generate 3D data-rich terrains for the users to explore in augmented or virtual reality.

Oakland A's 2023 Scoreboard Designs — Lead Designer

December 2022 — March 2023

Lead a team of student designers to develop the scoreboard visuals for the Oakland A's 2023 spring training in Mesa, Arizona.

Coordinate — UX/UI Designer & Developer

April 2022 — July 2022

Designed and developed UX/UI assets and physical materials for a virtual live event hosted by ASU from within a Unity mobile phone application.

Education

Arizona State University — Tempe
Computer Science (S.E) B.S.

Expected Graduation: Dec. 2023

Summa Cum Laude

Skills

Website Development

Design Thinking

UX/UI Development

Full-Stack Development

Mobile App Development

Software

Adobe Photoshop

Adobe Premiere

Adobe After Effects

Adobe Illustrator

Microsoft Office Suite

Figma

Unity

Languages

C#

Java

JavaScript

HTML/CSS

C++