Anton A. Angeletti

Available after Monday, May 19, 2025

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EDUCATION

University of Nebraska-Lincoln **Lincoln, NE**

B.S. Computer Science, B.S. Mathematics, Minor in Music *Expected May 2026*

Focus Areas in Cybersecurity and Networking GPA: 4.000 (Honors)

Relevant Coursework: Honors Computer Science I, II, III, IV (C, Java, Python, C#), Algorithms, Systems Engineering

Awards & Honors: University Honors Program, Dean's List, NE Regents Scholarship, NE Career Scholarship

EXPERIENCE

Software Engineer Intern **Remote**

Mutual of Omaha *May 2024 - Present*

- Collaborate with other engineers to develop and deploy full-stack Spring Boot applications
- Successfully versioned the company's internal calendar API to enhance it by adding a new holiday type
- Contribute key improvements to several internal services that deliver value to **millions** of customers

Computer Science Learning Assistant **Lincoln, NE**

University of Nebraska-Lincoln *August 2023 - Present*

- Grade **20+** student code submissions each week in C and Java, assessing program style, design, and correctness
- Lead biweekly lab sessions and hold office hours to help students understand the material

Physics Research Intern **Lincoln, NE**

Nebraska Center for Materials and Nanoscience *June 2021 - August 2021*

- Conducted physics and nanoscience research in a lab setting, applying techniques like powder X-ray diffraction
- Collaborated with others in the lab and presented my research to colleagues

PROJECTS

Lucky Liars – AI-Powered Murder Mystery Game | *Node.js, Express, Rust, C++* | GitHub Link *February 2024*

- Developed a game in Rust on a hackathon team of 4 that utilizes LLMs for character dialogue
- Built a customized Arduino hardware display and controller to create immersive conversations with characters
- Won **1st** place and **$1,400** in prizes after demonstrating the project to judges

EduWiz – Educational Web3 App | *Node.js, Redis, Google Cloud, Flow Blockchain* | GitHub Link *November 2023*

- Built an app for promoting educational outcomes with gamified quizzes
- Demonstrated the app to hackathon judges and won multiple prizes with a total valuation of **$1,000**

Lexi – Web3 Language Learning App | *TypeScript, Node.js, Express* | GitHub Link *September 2023*

- Engineered a full-stack web application collaborating on a team of 5 at Hack Midwest, a 24-hour hackathon
- Integrated OpenAI, Stable Diffusion, and DeepL APIs to generate custom storybooks for language learning
- Won a **$2,500** prize at the hackathon for best use of the Pinata API for Web3 file storage

Sales Database System (Honors Computer Science II) | *Java, MySQL* *February 2023 - May 2023*

- Designed and developed a database-backed Java application to track sales for a fictitious company
- Utilized object-oriented design to maintain the app's state, store it in a persistent database, and generate reports

SKILLS

- ***Programming Languages:*** Python, Java, C, JavaScript, TypeScript, Node.js, Ruby, Bash/Shell, MySQL, C#, .NET
- ***Technologies:*** Git, GitHub, Unix/Linux, Vim, LaTeX, VS Code, IntelliJ, Jira