# Anthony Torrell

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## EDUCATION

**University of Florida, Herbert Wertheim College of Engineering**                    Expected May 2028
*B.S in Computer Engineering, GPA: 3.85*                                                        *Gainesville, FL*
**Awards**: Dean's List (All Semesters)

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## TECHNICAL PROJECTS

**The Blinker**                                                                                             **2025**
- Designed and built an interactive reaction-time game using Arduino, LEDs, buttons, and LCD display.     *Coursework*
- Implemented I²C communication between multiple microcontrollers for input handling and game logic.
- Applied human-centered design principles to improve motor skills, reaction speed, and ease of use for children.

**Portfolio Website**                                                                                        **2025**
- Designed and developed a personal portfolio from scratch using HTML, CSS, JavaScript.     *Personal Project*
- Applied responsive design principles for accessibility across devices.
- Showcased technical projects and work experience professionally.

**The Last Flower – Blossoming Studios**                                                        **2024**
- Designed dynamic weather systems and environmental effects, including rain, lightning, and falling leaves.  *Personal Project*
- Developed AI models with chase and flying behaviors using Unreal Engine 5, C++, Photoshop.
- Published and demoed a game, showcasing teamwork and project completion.

**Color Blind Test**                                                                                         **2024**
- Built a tool to assess color deficiencies using visual tests using Python.     *Personal Project*
- Applied user-centered design principles to improve accessibility.
- Developed a fully functional independent project demonstrating initiative.

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## TECHNICAL EXPERIENCE/CLUBS:

**PC Building Club**                                                                              **Aug 2025 – Present**
- Assembled and optimized custom computer systems with peers.     *University of Florida*
- Applied technical skills to build high-performance PCs.

**Society of Hispanic Professional Engineers**                                    **Aug 2025 – Present**
- Attended conferences and career fairs, expanding professional networks.     *University of Florida*
- Collaborated on initiatives promoting diversity in STEM.
- Built leadership and event management skills through chapter activities.

**Blossoming Studios**                                                                          **Aug 2024 – Jan 2026**
*President* | August 2025- Jan 2026                                                      *Santa Fe College*
- Organized events and led operations for a student-run game development studio.
- Managed multiple departments, including 2D art, 3D modeling, programming, and design.
- Collaborated on a horror game using Unreal Engine 5 and Unity.
- Demoed and published a project, applying programming and creative problem-solving.

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## WORK EXPERIENCE:

**Junior Staff Intern – BTR Consulting**                                          **Nov 2023 – Aug 2024**
- Supported audit projects and report generation.     *Miramar, FL*
- Assisted daily office operations, demonstrating organization and attention to detail.

**Busser / Takeout Specialist – Sushi Sake**                                   **Mar 2023 – Nov 2023**
- Trained and guided new employees.     *Miramar, FL*
- Mastered the Toast POS system, training peers and troubleshooting issues.

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## TECHNICAL SKILLS:

**Programming:** Python (Intermediate), C++ (Intermediate), HTML/CSS/JavaScript (Intermediate)
**Tools/Software:** Unreal Engine 5, Unity, Onshape, Microsoft Suite
**Technical Skills:** Circuit design, hardware troubleshooting, AI implementation, game development
**Languages:** English (Fluent), Spanish (Fluent)