

Anthony Torrell

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EDUCATION

University of Florida – Gator Engineering Program (computer engineering, Sophomore, Anticipated May 2028)
GPA: 3.85 ♦ Bright Futures Recipient ♦ Dean's List

TECHNICAL PROJECTS

Reaction-Time Game – Engineering Design Project (Arduino, Embedded Systems) 2025	2025
• Designed and built an interactive reaction-time game using Arduino, LEDs, buttons, and LCD display.	
• Implemented I ² C 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 – Personal Project (HTML, CSS, JavaScript)	2025
• Designed and developed a personal portfolio from scratch.	
• Applied responsive design principles for accessibility across devices.	
• Showcased technical projects and work experience professionally.	
The Last Flower – Blossoming Studios (Unreal Engine 5, C++, Photoshop)	2024
• Designed dynamic weather systems and environmental effects, including rain, lightning, and falling leaves.	
• Developed AI models with chase and flying behaviors.	
• Game that was demoed and published, showcasing teamwork and project completion.	
Color Blind Test – Personal Project (Python)	2024
• Built a tool to assess color deficiencies using visual tests.	
• Applied user-centered design principles to improve accessibility.	
• Developed a fully functional independent project demonstrating initiative.	

TECHNICAL EXPERIENCE/CLUBS:

PC Building Club – University of Florida	Aug 2025 – Present
• Assembled and optimized custom computer systems with peers.	
• Applied technical skills to build high-performance PCs.	
Blossoming Studios – Santa Fe College	Aug 2024 – Jan 2026
President August 2025- Jan 2026	
• 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.	
Engineering Club – Santa Fe College	Aug 2024 – Jan 2026
• Worked on electrical and computer systems projects.	
• Applied teamwork to develop innovative technical solutions.	
Harvard University CS50 Online Course	2023
• Completed coursework covering programming fundamentals, algorithms, and computational reasoning.	

WORK EXPERIENCE:

Junior Staff Intern – BTR Consulting, Miramar, FL	Nov 2023 – Aug 2024
• Supported audit projects and report generation.	
• Assisted daily office operations, demonstrating organization and attention to detail.	
Busser / Takeout Specialist – Sushi Sake, Miramar, FL	Mar 2023 – Nov 2023
• Trained and guided new employees.	
• Mastered the Toast POS system, training peers and troubleshooting issues.	

TECHNICAL SKILLS:

Programming: Python (Intermediate), C++ (Basic), HTML/CSS/JavaScript (Basic)

Tools/Software: Unreal Engine 5, Unity, Onshape, Microsoft Suite

Technical Skills: Circuit design, hardware troubleshooting, AI implementation, game development

Languages: English (Fluent), Spanish (Fluent)