

Anthony Torrell

(954)-551-1914 ♦ Gainesville, Florida ♦ anton.torrell24@gmail.com ♦ www.linkedin.com/in/anthonytorrell1121 ♦ <https://github.com/atorrell24>

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

- Designed and built an interactive reaction-time game using Arduino, LEDs, buttons, and LCD display.
- 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 – 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.

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)