

Anthony Qin

anthony.qin@mail.utoronto.ca ◇ anthonyqin.me ◇ linkedin

TECHNICAL SKILLS

Programming Languages

- Java, JavaScript, TypeScript, C, C#, Python, Haskell, Racket, GraphQL, Lua, Scala

Frameworks & Libraries

- Next.js, React.js, React Flow, D3.js, Tailwind CSS, Material UI, numPy, Pandas, GraphQL, Express.js, Spring API

Tools & Platforms

- Git, Docker, Linux, , MongoDB, Firebase, SQL, PostgreSQL, Jenkins, Unity, Godot

Software Development & Testing

- SDLC, OOP, Functional Programming, Design Patterns, Agile & Scrum, Unit Testing, Functional Testing, Integration Testing, End-to-End Testing, Test-Driven Development (TDD), Continuous Integration & Continuous Deployment (CI/CD), Automated Testing

WORK EXPERIENCE

Autodesk Research

May - August 2024

Software Engineer, HCI & AI Intern

- Developed Story Visualizer, a tool leveraging LLMs to help authors visualize and analyze stories through automated story element extraction, infinite canvas visualizations, and AI-generated images.
- Designed and delivered a fully functional web-based prototype that leveraged AI to realize Research Scientists' vision, enabling storytellers to manage narrative elements and visually preview their work.
- Maintained flexible software architecture that allowed for rapid prototyping and adaptation to evolving project requirements
- Researched and independently implemented a tech stack the best fit the project requirements Next.js, LangChain, and React Flow

Manulife

January - April 2023

Full Stack Engineer Co-op

- Designed and implemented a full-stack internal dashboard application using Spring Boot and React.js, improving inter-departmental collaboration and streamlining communication, saving time on cross-team coordination.
- Configured servers using Putty, ensuring seamless project operations and enhancing application performance.
- Developed PowerShell and C automation scripts, significantly optimizing team workflows and increasing efficiency.

RELEVANT PROJECTS

Mirror's Memento - Unity Game | Team Project

- Collaborated with a 12-person team to develop a Unity-Based 3D puzzle game featuring 15 unique levels.
- Designed and implemented key systems, including dynamic controller support, grid movement, and Ai driven hints
- Assisted with the integration of assets and animations, resolving merge conflicts to maintain continuity.
- Published Open beta on itch.io, with ongoing updates based on player feedback.

PintOS Operating System

- Implemented many key parts of the PintOS operating system in C, including Thread Scheduling, System Calls, Virtual Memory Management, and the file system
- Utilized GDB to efficiently test and debug PintOs

MagnifyAccess, Full-Stack Web App

- Collaborated in a team to develop a full-stack web application for Magnify Access, enabling disabled individuals to apply for disability grants, with a strong focus on accessibility.
- Set up MongoDB object tables and built features to allow grant creators to manage and add new grants on the platform.
- Created and integrated features on both front-end and back-end to enable grant creators to easily add and manage new grants on the platform, using React.js for the front-end and Express.js for the back-end.

EDUCATION

University of Toronto

Toronto, Canada

Bachelor of Science, Specialist Program in Computer Science Co-op

2021 - 2025