

Anthony Torres

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EDUCATION

University of Puerto Rico at Mayaguez

(August 2024 - Present)

Bachelor of Science in Software Engineering

Colegio San José

(May 2024)

GPA (3.3/4.0) - Second Honors

WORK EXPERIENCE

Wovenware, Software Developer I, San Juan, PR | Internship

(June 2023 - July 2023)

- Contributed to a program for the Human Resources department as measured by the successful integration of frontend and backend components using **Java, JavaScript, SQL, Spring, and Vue** by doing hands-on development and problem-solving in both areas of the application.

VEX V5 Robotics, Lead Programmer, San Juan, PR | Club

(August 2022 – May 2024)

- Contributed to my robotics team by leading the programming aspects of the robot as measured by the successful implementation of **C++ in VEX robotics** by teaching students with no prior programming experience and documenting all coding-related tasks in the Engineering Notebook.

Casa Ronald McDonald, Volunteer, San Juan, PR | Volunteer

(August 2023 – December 2023)

- Contributed to maintaining a clean and organized environment for families staying at the home as measured by the consistent cleanliness and tidiness of common areas by performing regular cleaning tasks, organizing spaces, and creating a welcoming and comfortable atmosphere to support families during challenging times.

PROJECTS

Brian, Personal Project

(April 2021 – Present)

- Actively working on a small 3D action platformer inspired by the famous platformer Super Mario as measured by my development progress and skill acquisition by learning how to apply physics within a 3D world environment, using the **Unity Game engine** and programming in **C#**. This involved creating dynamic and interactive gameplay elements, optimizing character movements, and implementing realistic physics interactions to enhance the overall gaming experience.

Hotdog Mania, Personal Project

(February 2024 – Present)

- Actively working on a small arcade-inspired game as measured by my progress in game development using the **Unity Game engine** and programming in **C#** by designing and building the game with plans to release it to the **Google Play Store** in the future.

CAMPUS INVOLVEMENT

Lockheed Martin Hackathon

(September 2024)

- Participated in the Lockheed Martin Hackathon as measured by my enhanced understanding of **artificial intelligence (AI)** by engaging in collaborative problem-solving, learning about AI technologies and algorithms, and exploring real-world applications while contributing to innovative solutions and addressing ethical considerations in AI.

SKILLS, INTERESTS & HONORS

Skills: Google Apps (Docs, Slides), Unity Engine, Davinci Resolve, writing, Python, C#, Java

- Language: English and Spanish

Interests: Software development, video editing, artificial intelligence, marketing, literary analysis, animation

Honors:

- Marianist Award** (May 2024)
 - Accomplished exceptional leadership and empathy as measured by my positive impact on the school community and peers by doing acts of kindness, supporting fellow students, and consistently displaying a selfless attitude throughout my academic journey.
- Amaze Award** (August 2022 - May 2023)
 - Accomplished a high-performing and consistent robot scoring as measured by successful match results and competition rankings by doing exceptional technical design, strategic planning, and efficient execution in the VEX Robotics Competition.
- Business & Computer Science Award** (May 2024)
 - Accomplished outstanding performance in both business and computer science courses as measured by top skills and academic grades by doing consistent hard work, dedication, and excellence.