

# 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

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## 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 I<sup>2</sup>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.
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## 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.
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## 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.
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## 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)