Anthony Qin

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TECHNICAL SKILLS

Programming Languages
- Java, JavaScript, TypeScript, C, C#, Python, Haskell, Racket, GraphQ, 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
- Docker, Linux, Android Studio, Git, MongoDB, Firebase, SQL, PostgreSQL, Unity, Godot, Jenkins

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.
- Delivered a fully functional prototype that brought to life the vision of the Research Scientists within my 4-month internship
- 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
- Built a full-stack internal dashboard application from scratch using Spring Boot and React.js, significantly improving the collaboration between different departments.
- Played a pivotal role in ensuring the seamless operation of existing projects by proficiently configuring servers using Putty, contributing to the overall reliability and performance of the applications.
- Contributed to the optimization of team workflows by actively participating in the development of automation scripts using PowerShell and C. The implementation of these scripts resulted in a substantial increase in team efficiency.

EDUCATION

University of Toronto   Toronto, Canada

Bachlor of Science, Specialist Program in Computer Science Co-op   2021 - 2025

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.