Anton A. Angeletti

Available starting Monday, May 19, 2025

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EDUCATION

University of Nebraska-Lincoln   **Lincoln, NE**
B.S. Computer Science, B.S. Mathematics, Minor in Music   *Expected May 2026*
Focus Areas in Cybersecurity and Networking   GPA: 4.000 (Honors)
> *Relevant Coursework:* Honors Computer Science I-IV (C, Java, Python, C#), Data Structures & Algorithms
> *Awards & Honors:* University Honors Program, Dean's List, NE Regents Scholarship, NE Career Scholarship

EXPERIENCE

Software Engineer Intern   **Remote**
Mutual of Omaha   *May 2024 - Present*
- Collaborate with other engineers to develop and deploy full-stack Spring Boot applications
- Successfully versioned the company's internal calendar API to enhance it by adding a new holiday type
- Enabled event-driven communication from RabbitMQ to TKG clusters via deployment of AWS Lambda functions
- Contribute key improvements to several internal services that deliver value to **millions** of customers

Computer Science Learning Assistant   **Lincoln, NE**
University of Nebraska-Lincoln   *August 2023 - Present*
- Instruct **150+** students in C and Java, grading their code and assessing program style, design, and correctness
- Lead biweekly lab sessions and hold office hours to provide individual assistance on assignments

Physics Research Intern   **Lincoln, NE**
Nebraska Center for Materials and Nanoscience   *June 2021 - August 2021*
- Conducted physics and nanoscience research in a lab setting, applying techniques like powder X-ray diffraction
- Collaborated with other researchers in the lab and presented my work to colleagues

PROJECTS

Lucky Liars – AI Murder Mystery Game | *Express.js, Rust, C++* | GitHub Link   *February 2024*
- Developed a game in Rust on a hackathon team of 4 that utilizes LLMs for character dialogue
- Built a customized Arduino hardware display and controller to create immersive conversations with characters
- Won **1st** place and **$1,400** in prizes after demonstrating the project to judges

EduWiz – Educational Web3 App | *SvelteKit, Redis, Google Cloud, Flow* | GitHub Link   *November 2023*
- Built a decentralized web app for promoting educational outcomes in students with gamified quizzes
- Utilized the Flow coin platform for rewarding successful students with in-game currency stored on the blockchain
- Demonstrated the app to hackathon judges and won multiple prizes with a total valuation of **$1,000**

Lexi – AI Language Learning App | *TypeScript, Express.js* | GitHub Link   *September 2023*
- Engineered a full-stack web application collaborating on a team of 5 at Hack Midwest, a 24-hour hackathon
- Integrated OpenAI, Stable Diffusion, DeepL, & Pinata APIs to generate custom storybooks for language learning
- Won a **$2,500** prize at the hackathon for best use of the Pinata API for Web3 file storage

Sales Database System | *Java, MySQL*   *February 2023 - May 2023*
- Designed and developed a database-backed Java application to track sales for a fictitious company
- Fulfilled business requirements with object-oriented design, using JUnit for testing and MySQL to persist sales

SKILLS

- ***Programming Languages:*** Python, Java, JavaScript, TypeScript, Ruby, Bash, SQL, C, C#, C++
- ***Tools/Frameworks:*** React, Next.js, Spring Boot, Flask, AWS, JUnit, SvelteKit, Git/GitHub, Docker, Vim, IntelliJ