Anthony Huggins
Software Engineer

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SKILLS

CPP	C	C# Multithreading Unreal
Object Oriented Programing	Networking	Engine PCB Design and
Linux	Unity	Printing
Solidworks	3D Printing	

EXPERIENCE

Peer Tutor   March 2024 - Present
Full Sail University-Winter ParkFL,USA

- Mentored students in critical thinking and problem-solving, guiding students to write organized, efficient, and reusable C++/C# code.
- Delivered hands-on workshops in Unity and Unreal Engine fundamentals, boosting peer proficiency in game-dev workflows.

Software Engineer   January 2020 - October 2021
Emcee Pools-HuntingtonNY,USA

- Automated recurring record-keeping and accounting tasks, slashing manual overhead and error rates.
- Designed, developed, and maintained a mobile app for field technicians to submit job reports and track parts usage in real time.
- Developed, tested and monitored Web application witch created quickbooks invoices based on information entered by field workers.

EDUCATION

Bachelor of Science in Simulation & Visualization (B.S.)   July 2025
Full Sail University,WinterParkFL

PROJECT LIST

Sensory Wall Panel

- Designed and built an interactive sensory panel for neurodiverse children.
- Modeled and optimized custom panel housing and sensor mounts in SolidWorks for 3D printing, ensuring precise tolerances and user-friendly ergonomics.
- Developed full control PCB schematic and layout in EaglePCB, integrating an ESP32, capacitive touch sensors, potentiometers, vibration motors, and LED strips.
- Authored embedded C/C++ firmware on the Cortex-M0+ to scan touch inputs and dynamically blend two user-selected colors on the RGB LEDs based on real-time touch interaction.
- Validated prototypes through iterative testing, refining sensor thresholds, potentiometer calibration, and vibration-feedback timing for smooth, responsive multi-sensory feedback.

Project Fortuna

- Created a mixed-reality tour platform in Unreal, leveraging spatial anchors to pin virtual content to real-world locations.
- Captured and composited guided video overlays of tour hosts directly into the AR environment for an immersive user experience.
- Implemented robust anchor-management logic to ensure content consistency across sessions and devices.

Stewart Platform Fabrication and Programing

- Engineered a six-degree-of-freedom motion platform: designed and 3D-printed all structural components in SolidWorks.
- Created control PCB in Eagle PCB, interfacing an ESP32 MCU with stepper drivers, limit switches, and feedback sensors.
- Assembled, wired, and calibrated hardware; then authored a Unity/C# application to translate player inputs into real-time platform movements.