

ANTHONY BRODERICK

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EDUCATION

MS in Artificial Intelligence from Florida Atlantic University	Graduation: Dec 2027
BS in Computer Engineering from University of South Florida	Graduated: Dec 2025

SKILLS & CERTIFICATES

Programming: Python, C#, SQL, Swift, JavaScript, Bash

Development: Agile, Git, GitHub, HTML, CSS

Certificates: MATLAB Computer Vision Onramp, MATLAB Image Processing Onramp

EXPERIENCE

Data Intelligence Intern at The GEO Group	Oct 2026 to Apr 2027
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- Support data analysis, business intelligence, automation, and reporting initiatives using Python and SQL.
- Support the preparation, maintenance, and distribution of reports, dashboards, and other business intelligence deliverables.

PROJECTS

Flock - iOS Job Tracker	Jul 2026 to Current
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- Built an iOS job application tracker that helps users organize applications, track progress, build resumes, and manage their job search.
- Developed the native iOS shell and WKWebView bridge using Swift, then built the interactive interface, animations, and business logic with JavaScript, HTML, and CSS.
- Architected secure backend integration using Supabase, PostgreSQL, and RESTful APIs, implementing row-level security and a Cloudflare Workers proxy to fetch and protect user data.

Secure Wireless File Transfer System	Jan 2025 to May 2025
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- Developed a Raspberry Pi-based wireless file-transfer platform that securely transfers files while using scheduled operation to reduce battery consumption.
- Automated recurring transfer and system operations with Python and Bash scripts scheduled via cron to reduce operation time for the device.
- Delivered the system through iterative Agile sprints with two teammates, using Git to track source code and coordinate collaborative development.

Digital Circuit Fault Analysis Tool	Aug 2025 to Jan 2026
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- Developed an interactive automatic test pattern generation system that generates test vectors for gate-level circuit faults and improves fault coverage.
- Implemented fault-detection algorithms including D-Algorithm and PODEM in Python to automate test-vector generation and improve fault coverage
- Collaborated with a teammate using Git and GitHub for version-controlled, parallel development of the fault-detection system.

Sports Detection and Metric Tracking	Jul 2025 to Aug 202
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- Designed a program and computer vision model for pickleball detection and player detection across a video input.
- Trained and benchmarked ball-detection models using Roboflow and machine learning techniques, tuning hyperparameters and evaluating accuracy with mAP for deployment efficiency.
- Engineered Python algorithms to convert video detection data frame by frame, using the vision model and interpolation to achieve smooth tracking in the output video.