

Anthony Therrien
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EXPERIENCE

Software Developer - AbbVie

December 2024 - Present

Contract

- Built backend solutions using Python and Go modules for data pipeline processes, containerized with Docker and deployed via AWS.
- Developed backend systems on AWS infrastructure including EC2, Lambda, ECR, RDS, S3, DynamoDB, SQS, and SageMaker.
- Collaborated cross-functionally with the data science team to support machine learning workflows, performing data quality checks and Python scripting for post-processing and quality assurance.
- Created front-end for mobile applications with iOS (Swift) and integrated with backend APIs.
- Built interactive data science web applications using Panel (Python) to visualize analysis results for non-technical stakeholders.
- Converted PyTorch models to be utilized on iOS and Android mobile devices.

Founder - Stratbus Games

April 2026 - Present

Self-Employed

- Game Project: "Rats!" – Unity 2D roguelike game planning to release on Steam.
- Managing all aspects of design, development, and release for the project.

EDUCATION

University of North Carolina at Charlotte (UNCC), Charlotte, NC

September 2020 - May 2024

Bachelor of Science in Computer Science | Concentration: AI, Robotics, and Gaming

PROJECTS

Intro to Game Design & Development, ITCS 4230

[Github Repository](#)

- Worked cross-functionally on a team project to design and develop a 2D GameMaker game.
- Involved in map creation with tilemaps and collisions, implemented audio effects, and player/enemy health logic.

FunChat

[Github Repository](#)

- Built a Twitch chat overlay using Python FastAPI/asyncio backend which subscribes to Twitch EventSub over WebSockets.
- Integrated the Twitch Helix API to detect and auto-fulfill channel-points redemptions, applying randomized animated effects to chat messages with HTML, CSS, and JavaScript.

TECHNICAL SKILLS

Languages: Python, C#, C++, Go, Swift, SQL, HTML, CSS, Typescript, GML

Frameworks: FastAPI, Panel, Next.js, React, Mediapipe

Proficiency: Unity, AWS, Docker, Linux/Bash, Git, Claude Code, GameMaker, Adobe Software, Microsoft Office