

ANTHONY DELPHY

[GitHub](#) | [LinkedIn](#) | [Portfolio](#)

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WORK EXPERIENCE

DEPUTY DATA DIRECTOR | Democratic National Committee / AZ Coordinated - Phoenix, AZ
(05/2024) – (11/2024)

- Developed and deployed automation scripts (Python, SQL, RESTful APIs) to streamline real-time metrics tracking, recruitment, and resource allocation across the 2024 campaign.
- Built data-driven dashboards and reports (BigQuery, HEX, PyTorch, SQL) to identify key voter engagement opportunities and enhance strategy alignment.
- Collaborated in an agile environment, delivering rapid-response software solutions in response to campaign shifts and evolving priorities.

UX/UI MANAGER / FULL-STACK ENGINEER | Meteor Studio - Tempe, AZ
(07/2022) – (12/2023)

- Developed and maintained front-end and back-end applications using C#, Firebase, RESTful APIs, and Unity.
- Standardized UI/UX design and development frameworks for a consistent look and feel across applications.
- Produced videography and marketing materials, enhancing project storytelling and user engagement.

FRONT-END SOFTWARE DEVELOPER | Next Lab - Tempe, AZ
(11/2020) – (07/2022)

- Developed Unity-based VR/AR educational applications, enhancing immersive learning experiences.
- Designed and implemented user interfaces for extended reality (XR) applications using Unity and C#.
- Integrated back-end services (Firebase, RESTful APIs) to improve application functionality and scalability.

SKILLS

DEVELOPMENT PROFICIENCIES: C# | Java | JavaScript | HTML/CSS | C++ | PostgreSQL | Python3 | REST
SOFTWARE PROFICIENCIES: Adobe Photoshop | Adobe Premiere | Adobe After Effects | Adobe Illustrator |
BigQuery | Figma | HEX | Microsoft Office Suite | Unity

PROJECTS

Arizona Democratic Party 2024 Campaign:

- Designed and developed automation scripts for voter, volunteer, and worker mobilization.
- Enabled party officials to adapt strategies and efficiently allocate ~\$100,000 in resources statewide.

Planetary Parfait:

- Developed an application that acquires planetary data from GIS APIs and generates 3D data-rich terrains.
- Enabled users to explore virtual and augmented reality landscapes, improving understanding of datasets.

COORDINATE:

- Designed and developed UX/UI assets and a Unity mobile application for a large-scale virtual live event.
- Created physical and digital materials to enhance audience participation and event storytelling.

EDUCATION

BACHELOR OF SCIENCE IN COMPUTER SCIENCE | Arizona State University, Tempe, AZ
Concentration: Software Engineering | Summa Cum Laude, 3.87 Cumulative GPA