Andy De Luna

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EDUCATION

Texas A&M International University | Laredo, Texas

B.S. in Computer Engineering | in-major GPA: 3.5   **December 2025**

Relevant Courses: Algorithms & Data Structures, Object-Oriented Programming, Digital Logic Design, Electrical Engineering, Engineering Statistics.

Rochester Institute of Technology | Rochester, New York

Computing Exploration Program   **May 2022**

Relevant Courses: Software Development & Problem Solving, Cybersecurity, Web & Mobile Development, Introduction to Software Engineering.

EXPERIENCE

League of Legends Coach | Laredo, Texas **|** Texas A&M International University   **Jan 2023 - Dec 2023**
- Coached and managed a collegiate League of Legends esports team of 9 players, achieving an undefeated season.
- Cultivated a team environment that fostered inclusivity and led to a more diverse team composition.

SOFTWARE PROJECTS

TinDog | Personal Project
- Developed a responsive website using HTML, CSS, and Bootstrap to promote a dog social app.
- Integrated Bootstrap's grid system to create a user-friendly and mobile-friendly layout.
- Utilized: CSS, HTML, Bootstrap

Mondrian Painting | Personal Project
- Designed a web page replicating a Piet Mondrian painting using HTML and CSS.
- Constructed the painting using CSS grid.
- Utilized: CSS, HTML

Zelda-type game | Personal Project
- Developed a 2D action-adventure game using Python and Pygame, featuring basic combat mechanics, item interaction, and environmental puzzles.
- Added multiple weapon types and two kinds of spells, flame and heal.
- Assigned different attack patterns to each monster and implemented a basic AI using distance to determine the focus and attack radius,
- Implemented CSV files for efficient level design and data management, along with PNGs for game visuals.
- Achieved a smooth gameplay experience by maintaining a consistent frame rate of 60 fps.
- Utilized: Python, Pygame, CSV library, Data Structures.

Blackjack game | Personal Project
- Developed a Blackjack game using Python and object-oriented programming (OOP) principles.
- Implemented classes for cards, deck (including shuffling functionality using the shuffle function in the random library), hand (handling player actions and card updates), and core game logic.
- Incorporated a dealer to handle basic decision-making based on card value comparisons.
- Utilized: Python, Data Structures.

SKILLS

Technical Skills:
- Proficient: Python (Data Structures, Object-Oriented Programming, Game Development - utilized in projects like "Zelda-type game")
- Experienced: C++, CSS/HTML (Web Development - used in projects like "TinDog" and "Mondrian Painting")
- Familiar: C, Git
- Learning: Java, JavaScript

Other Skills:
- Bilingual: (English) Proficient, (Spanish) Proficient
- Leadership, Problem-Solving, Teamwork