

Paulo de Luna

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Professional Summary

I am currently pursuing a degree in Computer Science, which has equipped me with strong analytical and problem-solving skills. During my internship at Stanford University as a researcher, I demonstrated my ability to handle complex tasks, manage projects, and work effectively in a team. Additionally, I have experience in web development, showcasing my technical expertise and attention to detail. As a passionate programmer with a focus on AI and software development, I am eager to bring my knowledge and enthusiasm to a software engineering internship. My diverse experiences have made me a quick learner, adaptable to new environments, and ready to tackle challenges head-on, continuously striving to push and understand the boundaries of new technologies.

- Team working and Active listening.
- Quick to adapt.
- Fluent in English and Portuguese, with conversational Spanish.
- Proficient in Python, Java, JavaScript, HTML, and CS

Professional Background

Stanford University 2021-2023

Intern at Stanford University, delving into research centered around the use of Machine Learning to advance the forefront of medical technology by generating histology from tomography images and early detection of skin cancer. <https://www.medrxiv.org/content/10.1101/2021.03.31.21254733v1.full>

Web Design Freelancing 2019-2021

I assisted clients in enhancing their websites and businesses by providing technical support, including implementing in-app payment systems and configuring email notifications. Additionally, I contributed to the overall website layout and ensured compliance with copyright standards.

70LOCH 2017

As a Snapchat filter designer, I developed visual concepts manually and refined them using Adobe Illustrator, Photoshop, and After Effects. I specialized in crafting layouts for advertisements and Snapchat filters, each attracting over fifty thousand users.

Education

The University Of Sydney, 2024-2027

B.S in Computer Science

Foothill College, 2022-2024.

Transfer Student Program, GPA 3.9

Stanford University, 2020-2021

Introduction to Computer Science
Data Visualization

Personal Projects

Adafruit - Power-up

Arcade-style adventure game.

Raspberry Pi - Pong

Pong game using Mini Hat and Raspberry Pi.

Data Visualization

Generated an interactive graph using data from a Spotify database. Users could click on the scatterplot to instantly view a video on their web browser.